

SILICON TIMES REPORT
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- Motorola Modems - WinCim Update! - Frank's Corner
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-* PIRATES TARGET OS/2, WINDOWS 95! *-
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Due to circumstances beyond... no, that's not the way it really happened at all. Today, this morning to be exact, I went to Sam's to buy Microprose's new Football CD Rom game. I tried to install it and much to my chagrin, the installation was not in any way, shape or form successful. I then decided to check the docs. It said if there was a disk included with the CD Rom to use the disk for the installation. Ok, so now I stick the disk in Drive A, type install and what do I get? Disk error. Abort, retry you know the drill. Check the disk in the other machine here.. same thing. Ok, bring the package back to Sam's for an exchange. Home again.. same thing. That's two packages that yield the same results. Most sane individuals would, at this point, bring the goods back for a refund. Not I. Instead I tried to call the Microprose tech support number in Maryland. What joke! Constant busy signals for a little over two hours. At this point of frustration, I asked the AT&T LD operator to intercede for me and try to get a clear line. She tried alright but the person who was on the line objected vehemently while exclaiming he had tried for three days to get through to Microprose and was not, under any circumstances, giving up the line. As the red flags of warning went up... I thought to myself there apparently is real problem here.

I therefore decided to call the "main man" Gilman "Chopstick" Louie of Spectrum Holobyte. After all, his company had bought Microprose a few months ago for a little over ten million dollars. Can you imagine if an entire carload or more of the Football game went out defective? Robin, his secretary, answered and while offering a genuinely sympathetic ear, made arrangements for their head customer support person to return my call. All well and good. That person did indeed call me back and expressed sincere concern over the entire matter. Especially about Microprose apparently being "swamped" with support calls. He said he would look into the matter and get back to me Monday or Tuesday. ...stay tuned. That's why the issue was late.

On another topic, I like many other ex-Atarians have at least one of everything they ever made stashed away. Maybe one day I'll have a set of showcases made to exhibit the "beginnings"! I enjoyed using my Atari computers, of this there can be no doubt. As well as the older, game machines. I thought the Lynx was the "cat's meow". I was wrong but so what... I enjoyed playing the games as did my family. My only regret was having to endure the losses and the ridicule of my peers for having remained loyal for as long as I did with the computers. It was an expensive no, very expensive lesson. I only sold off that part of the equipment that was too expensive to simply hang on too.

All in all, they were good years. But as many of my good friends have stated, it is time to move on to bigger and better things. The Tramiels will continue to do things "their way" as hilarious or tragic as that may be. Its for sure that not I, nor anyone else will have any type of an opportunity to "influence" the way they do things. There was a time I was genuinely interested and did care.

I, on the other hand, am no longer interested in anything but simply observing them, the computer and game machine markets and reporting my findings strictly as an editor/reporter. The days of my paying particular attention to the Tramiels are over. The "Tramiel Atari Saga" for me is a chapter in my life that is now closed. It was indeed a rather bittersweet

experience. Que sera, sera.

Thanks for reading....

Ralph..

ps, the "Dream System" series will resume next week.

Of Special Note:

STReport will be branching out further to Internet's userbase in the very near future. We've received numerous requests to receive STReport from a wide variety of Internet addresses. As a result, we're putting together an Internet distribution mailing list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you.

If you're interested in being added to our mailing list, please, send your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look for mailings to begin by October first. We are also considering a number of Internet ftp sites in which to post our issues for as well. Whatever we can do to make STReport available to you. we'll try it!

STReport's Staff

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Ralph F. Mariano

Lloyd E. Pulley, Editor, Current Affairs

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The Staff & Editors

> STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

IBM/POWER-PC/PC SECTION (I)

Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #45

Compiled by: Lloyd E. Pulley, Sr.

***** General Computer News *****

** Education/Entertainment Software Sales Up **

Analysts say the home market for educational/entertainment software and games is booming. Keith Benjamin of Robertson, Stephens & Co. said, "The market was a couple of million people. Now we think the market of buyers could be doubling or tripling."

Reports show that in the most recent quarter Sierra On-Line, the largest seller of entertainment software, is reporting revenues up 39%, while educational software firm Davidson says revenues grew 32%.

** Apple Ships Fastest Power Mac **

Apple Computer Inc. says it is shipping the world's fastest-ever personal computer.

The new Power Macintosh 8100/110 system is powered by a 110MHz RISC-based PowerPC 601 chip. The system is being targeted at users in publishing, multimedia and engineering.

"The Power Macintosh 8100/110 grabs the industry performance crown from our own first-generation RISC systems -- the Power Mac 8100/80 -- announced just six months ago," says Steve Manser, vice president of Apple's Macintosh desktop systems unit. "This product illustrates our ability to quickly develop new products that further utilize the exceptional potential of the PowerPC microprocessor, and which offers our customers the winning combination of industry-leading personal computer performance with the ease-of-use of Macintosh."

The Power Macintosh 8100/110 is configured with 16MB of RAM, a 2GB hard disk, double-speed CD-ROM drive and Apple SuperDrive 1.4MB floppy disk drive. As with all Power Macintosh models, the Power Mac 8100/110 can run DOS and Windows applications when used with Insignia Solutions' SoftWindows program.

With a price of \$6,379. the Power Macintosh 8100/110 is available this week in limited quantities in the U.S. and selected regions worldwide. Volume shipments of the product are expected to start in December.

** Apple Readies PowerPC Upgrade **

Apple Computer Inc. says it expects to begin shipping its PowerPC upgrade card for many of its current entry-level Macintosh computers later this month.

The Macintosh Processor Upgrade card will work with a variety of Macintosh computers, including the Macintosh Quadra 605, LC 575 and LC 475 and Performa 470 and Performa 570 series. The card also upgrades the recently announced Macintosh Quadra 630, LC 630 and Performa 630 series computers.

Featuring a PowerPC 601 microprocessor running at either 50MHz or 66MHz (installing the upgrade doubles the speed of the computer's

existing microprocessor), the card is expected to boost performance up to two to four times on existing Macintosh models when running applications optimized for the Power Macintosh. Applications employing floating point functions, such as graphics programs, may enjoy a performance boost of up to 10 times. The computer's standard 68040 microprocessor is retained as part of the upgrade, so users can operate their computer using either 68040 or PowerPC native applications.

"Virtually all of our current Macintosh systems being sold today now have an easy upgrade path to the future," says Ian Diery, executive vice president and general manager of Apple's personal computer division. "Apple's goal is to make PowerPC technology accessible to the broadest number of customers possible, and make it easy for customers to make their move to increased performance when they are ready."

The Macintosh Processor Upgrade is expected to sell for \$659.

**** Motorola Forms Software Division ****

A new division that will create software for personal communicators has been formed by Motorola's Paging Products Group in Boynton Beach, Florida.

Reports are that the Personal Communicator Systems and Software Division will create and supply systems, products, technology, and applications to the emerging category of personal communicators. Doug Kraul, director of group research and development, will serve as general manager.

"Software-based products such as these present the next opportunity for messaging products," said Hector Ruiz, executive vice president and general manager of the Paging Products Group.

**** IBM, Apple Agree on PC Design ****

Word is IBM and Apple Computer have agreed on several key elements of a PC design to be built around the PowerPC microprocessor they co-developed with Motorola Inc.

The trade newspaper PC Week cites anonymous sources as saying the firms have agreed on key memory designs and a bus (the pathway between the main processor and memory chips). The paper adds they will announce all the details at the Comdex trade show in Las Vegas later this month.

Talks between IBM and Apple officials have gone on for more than a year now to create a design standard for PCs that use the new chip. As reported, there has been speculation that IBM and Apple would share competing operating software and even that IBM might invest in Apple.

**** Motorola Rolls Out New Modems ****

Motorola Inc.'s first modems to be sold through retail outlets have been introduced in an attempt to broaden the firm's market share.

Its \$279 Lifestyle series modems are intended for the home PC market, while the \$339 Power line is designed to improve the operation of cellular phones. Both conform to the industry PCMICA standard for plug-in

devices that are the size of credit cards.

Motorola officials told the wire service the Best Buy, J&R Computers and PC Warehouse chains have agreed to sell the new lines.

Reports say Motorola racked up \$132.8 million in sales of modems last year, sold to corporate accounts through distributors and its own sales force.

** Apple Cuts Workgroup Prices **

Prices on Apple Computer Inc.'s 11-member line of PowerPC processor-based Workgroup Servers have been cut by between six and 11 percent.

Apple says a basic configuration Workgroup Server 6150 now is \$2,809, down 11% from \$3,159, while a basic Workgroup Server 95 with A/UX now is \$9,879, down 9% from \$10,869.

** Canon Unveils Mac Optical Card **

Canon U.S.A. Inc. is offering a new optical card storage system for Macintosh computers.

The company says its Canon Optical Card delivers high data storage capacity in the conventional credit card format and can be used as a personal, portable database.

The device's applications include portable clinical records, positive identification and security access. Canon notes that the Optical Card is a write-once, read-many (WORM) medium that can hold over 2.4MB of data. It adds that the card is immune to the effects of magnetic fields, radio frequency emissions and static electricity discharge.

** PC Card Market Set to Soar **

Worldwide PC card sales are set to grow more than tenfold, ballooning from just over \$500 million in 1993 to \$5.8 billion in the year 2000 at a 42% compound annual rate, forecasts a new study by Frost & Sullivan.

Flash cards will pace growth later in the decade, rising from 17% of the market in 1993 to 47% in 2000. Fax and modem cards -- the market's currently fastest-growing segment -- will expand their revenue share from 14% in 1993 to 32% by 1996 before declining in share to 26% by 2000.

Local area network (LAN) cards will increase their share of revenues from 8% in 1993 to 20 percent in the 1996-97 period before declining slightly in share. Currently dominant RAM cards will decline from 47% of the market in 1993 to only 8% by 2000 and ROM cards will similarly drop from 14 to 2 percent share in the same period, says the study.

** PC Market Size Estimate Upped **

The size of the personal computer market is bigger than we thought, says a prominent market-research firm.

Officials with Computer Intelligence InfoCorp are quoted as concluding that previous studies had overlooked machines assembled by small resellers and users.

The researchers say they now believe 43.8 million desktop and portable PCs were sold in 1993, up 6.9 million units, or about 5%, from its original estimate. The Journal says the firm raised its 1994 estimate by 7.5 million units, to 49.4 million.

** Microsoft Not to Invest in NeXT **

A spokeswoman for Microsoft Corp. says the software publisher has no plans to invest in Steve Jobs' NeXT Computer Inc. or to provide financing for the company, but didn't rule out negotiations on joint software development projects.

Microsoft spokeswoman Pam Edstrom said any deal between the two companies will involve support by NeXT for the Microsoft Windows and Windows NT operating environment.

** Compaq to Bundle Contura Floppy **

Compaq Computer Corp. says it will begin bundling an external floppy drive with its Contura Aero subnotebook PC.

Formerly available as an option, the external floppy drive connects to the notebook through a PCMCIA slot and doesn't require an external power source. The bundle is scheduled to become available later this month.

The Contura Aero, introduced last February, features a color or monochrome screen, 4MB of RAM (expandable to 20MB), and a hard disk capacity ranging from 170MB to 250MB..

** Toshiba Slashes Portable Prices **

Toshiba America Information Systems Inc. this week reduced prices on selected ultra-portable, notebook and pen computers by as much as 18%.

Toshiba slashed prices on most of its products, including the entire Satellite notebook line as well as the T3600CT, T4700CT, T4800CT and T6600C series.

As an example, the street price of the Satellite T1910 is expected to be between \$1,349 to \$1,499 after the price cut, down from its former street price of \$1,649 to \$1,749.

Toshiba said it was able to make the price cuts due to increase efficiency in the production of Thin Film Transistor active-matrix color screens used in the portable computers.

** Digital Introduces Starion PC Line **

Digital Equipment Corp. this week entered the U.S. personal computer retail market with the introduction of its Starion PC line, which it has targeted to the small office and home office market segment.

Reports say Digital will sell the machines exclusively at CompUSA and Wal-Mart Stores Inc.'s Sam's Club. Prices will range from \$1,699 to \$2,799.

The small office/home office market -- known as SOHO -- is defined as those organizations and home-based businesses with five or fewer employees. BIS Strategic Decisions reports that of the 13.6 million PCs sold in 1993 in the United States, one third were sold into the SOHO market.

** Pirates Target OS/2, Windows 95 **

Illegal, pirated copies of IBM's new OS/2, a test version of Microsoft Corp.'s Windows 95, and about a dozen other major programs have been found on Internet, prompting the industry's major players to sound an alarm about the global network.

Writing in The Wall Street Journal this week, Jared Sandberg comments, "The action by the unknown hackers -- who broke into a computer system at Florida State University and deposited copies of (the software) -- underscores the potentially enormous threat of piracy posed by the Internet."

The paper said intruders gained access to a system in the school's National High Magnetic Field Laboratory a few weeks ago, posting the copy of OS/2 even before the product landed on store shelves.

"They created 'invisible' directories on the FSU system and hid the programs there, then revealed how to tap into the pirated cache in live 'chat' sessions with other users on the Internet," the Journal added.

Paul Southworth of CICNet, which provides a computer gateway that links major universities to Internet, told the Journal piracy on the net "is obviously a pervasive problem," adding he has "repeated problems" on a nightly basis with computer intruders using his system to distribute illegal software copies.

He said copies of test versions of Windows 95, which Microsoft won't even be introduced until mid-1995, "are all over the place."

Microsoft General Counsel David Curtis told the paper, "We've known about that and have been making efforts to investigate and run it down for a while. Once the software gets out, it's pretty easy to duplicate."

Sandberg says software publishers have launched "one of the most aggressive responses yet... (Some) have called in law-enforcement agents and posted reward money for the arrest of those responsible."

James P. Lennane, president of DeScribe Inc., a Naples, Florida, software company that discovered a pirated version of its new word-processing program on the Florida State University system, said, "The Internet is a conduit of criminal activity. I think it's time for the big boys to stand up and protect their assets."

He posted a message on the Internet offering a \$20,000 reward for the arrest and conviction of those behind the latest scheme.

Microsoft has offered a \$10,000 reward. In an electronic message,

Microsoft executive Rick Segal said, "We have taken steps to also find the party responsible for these actions. I will put up \$10,000 today. This stuff has to stop."

** NEC Makes 32-Bit Video Game Unit **

A new 32-bit video-game machine will be launched by Japan's NEC Home Electronics Ltd. in the second week of December. This comes on the heels of Sony Corp.'s release of a rival machine.

Officials NEC Corp. are quoted as saying the new PC-FX machine will go on sale on Dec. 9 at a price of 49,800 yen (\$498), or 10,000 yen more than Sony's new 32-bit machine. The company estimates sales at 500,000 units in the first year.

Sony affiliate Sony Computer Entertainment Inc. announced last week its new PlayStation, priced at 39,800 yen, will go on sale Dec. 3 and forecasts sales at 1 million units in the first six months.

Sega Enterprises Ltd. plans to launch its Saturn video game machine with a 32-bit microprocessor and a CD-ROM drive on Nov. 22. The company set a price of 49,800 yen at first but later cut it to 44,800 yen.

Meanwhile, market leader Nintendo Co. Ltd. apparently isn't planning to join the year-end rush, but will release a new 32-bit game machine in the first half of next year.

** Apple Tops in U.S. Computer Sales **

Apple Computer Inc. shipped more computers than any other manufacturer last quarter, taking the lead away from rival Compaq Computer Corp.

A survey conducted by the research firm International Data Corp. showed that Apple sold 640,000 units in the United States in the third quarter, compared with Compaq's 600,000 units sold. However, Compaq took top honors for international sales with 1.22 million units.

"That they took back the lead from Compaq is interesting. It shows things are coming together for Apple," said Eric Lewis, International Data research director for PC hardware.

** Pioneer Considering Apple Project? **

Computer industry observers in Tokyo are saying Japanese audio equipment maker Pioneer Electronic Corp. will enter the PC market next year in a tie-up with Apple Computer Inc.

Reports this week said Pioneer will sell PCs loaded with Apple software and the PowerPC microprocessor, which was jointly developed by Apple, IBM and Motorola Inc.

> NAVCIS Pro 1.25 STR FOCUS! Others only try where NavCIS Does It!

=====
NAVCIS Pro Revisited
=====

by R. F. Mariano

Certain programs seem to have a way of becoming necessities in hurry once they're installed on your system. Sure, you "thought" you were doing just fine without the "program" until you began using it. NavCIS Pro v1.25 is just that type of program. A simpler way to express this is to say; "You simply don't know what you are missing!" In our previous review, we praised the program in general as it earned every bit of the praise. Now, a number of weeks later, its time to re-evaluate that assessment.

To begin with, NavCIS Pro is still the benefit filled, sure footed CIS Navigator we previously stated it is. To add to that, only comes with the experiences we've attained since using NavCIS. In a number of areas, there is little to ask for except perhaps some cosmetic changes and basic functions of the program. For one, I'd be overjoyed to see the creative and highly colorful forum logos displayed for those forums in use instead of the redundant mailbox. With, of course, the various signals used still in use. I'd also like to see the program allowed to lock baud at 115200 or higher along with 4k packets being among the choices. Notice, I have not at any time said I was dissatisfied in any way with NavCIS Pro because I am not. Its very fast and its rock solid. It does the job.

The file transfer speeds on any of the major online networks seem to leave a great deal to be desired, but with NavCIS, the users can "help themselves" to far greater transfer rates by paying attention to details.

After seeing number of pleas for help and the resulting animated discussions about transfer speeds and what to or not to do, STReport decided to make the move to do an in-depth overview of the telcom settings that would provide the best overall performance for those machines (486 & up w/16550a UARTs) capable of yeilding superior performance. The settings and procedures outlined below are intended to help in most all serial communications applications.

....

Unlike previous versions of Windows 3.x and Windows for Workgroups 3.1, WFWG 3.11 uses a new and different internal architecture for the Com port driver. The COMM.DRV in WFWG 3.11 uses what is known as the "VCOMM architecture".

The COMM.DRV supplied with WFWG 3.11 can properly handle 16550A type serial ports, but ONLY if additional entries are inserted into the [386 Enh] section of SYSTEM.INI. By default, only the receive FIFO is enabled on a 16550A serial port.

Without the additional SYSTEM.INI entries, the transmit FIFO capability of the 16550A serial port will be inactive. If the transmit FIFO is not activated, 14400bps, and even 9600bps, data & fax SENDING may experience random or frequent failures.

Enabling FIFO support in WFWG 3.11

To fully enable the FIFO capabilities of a 16550A serial port, insert the following entries into the [386 Enh] section of SYSTEM.INI;

COMxFifo=2 -- THIS ENTRY CAN BE OMITTED, but if present, MUST be set to 2, not 0 or 1.

COMxTXFifo=1 -- 1 activates a 16 byte (non configurable) transmit FIFO, the default of 0 deactivates the transmit FIFO.

COMxRXTrigger=8 -- Receive FIFO IRQ threshold, it must be 1, 4, 8, or 14 (if the entry is omitted, the default is 8)

Note: the lowercase x - where X is the Com port number

Note: These entries will be ignored if:

* You do not have a 16550A type serial port

* You are not running the VCOMM version of COMM.DRV (which comes with WFWG 3.11)

* You are using WFXCOMM.DRV (which is NOT compatible with WFWG 3.11)

Moving right along....

The information presented below applies to:

- Microsoft Windows operating system versions 3.0, 3.1, 3.11
- Microsoft Windows for Workgroups versions 3.1, 3.11

SUMMARY

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The universal asynchronous receiver-transmitter (UART) is an integrated circuit that contains the software programming control of the PC serial port. The 8250 was the original UART to ship with the IBM personal computer. This UART and the newer 16450 version are limited to one input register that holds only one byte at a time. These UARTs are not usually suitable for modem speeds greater than 9600 bits per second (BPS) because of possible input data overruns that can occur if a character is left in the input register when the next byte is received. The new 16550 UART allows reliable data transfer at high speeds with its 16-byte first in, first out (FIFO) input register. The FIFO feature can buffer up to 16 bytes at a time, which improves serial communications by preventing data overruns in applications that are 16550 aware. This article outlines the use and history of support for the 16550 in Microsoft Windows.

Windows 3.0 and Earlier Versions

Windows 3.0 & earlier versions don't support the FIFO feature of the 16550 UART. Instead, the UART remains in the 8250 UART compatibility mode, allowing one byte to be received at a time. If the incoming character isn't read fast enough by the computer, the byte is lost. Lost or "dropped" characters are likely to occur at speeds faster than 9600 bits

per second (BPS). There are no UART-specific switches in the SYSTEM.INI file with Windows 3.0.

NOTE:

Third-party communications drivers (such as Turbocom by Pacific Commware) are available to add support for the 16550 FIFO feature in Windows 3.0.

Windows 3.1, 3.11, and Windows for Workgroups 3.1

Windows 3.1 was the first version of Windows to support the FIFO feature of the 16550 UART for Windows-based applications. (MS-DOS-based applications run under Windows 3.1, 3.11, or Windows for Workgroups 3.1 do not support the FIFO feature.) The receive buffer (RX) is set by the serial communications driver (COMM.DRV) to 14 bytes. The transmit buffer (TX) is not enabled.

[386Enh! Section SYSTEM.INI Setting:

COM1FIFO=0		1
COM2FIFO=0		1
COM3FIFO=0		1
COM4FIFO=0		1

Default:

Enable the FIFO if detected and the setting is not in the SYSTEM.INI file.

Purpose:

Specifies whether the FIFO buffer of a communication (COM) port 16550 UART is enabled (1) or disabled (0). If a serial port does not have a 16550 UART, this setting is ignored. If you place a numerical value other than "1" or "0" (for example, COMxFIFO=2), the FIFO is ENABLED if actually detected. Using TRUE, FALSE, or any other NON-NUMERICAL VALUE sets the switch to "0" and therefore disables the FIFO.

Example:

The COMxFIFO= setting is not fully Boolean aware. To properly use these switches, use the following syntax;

COM<x>FIFO=1
-or-
COM<x>FIFO=0

where <x> is the number of the COM port you want to set.

The SYSINI.WRI file from the Microsoft Windows Resource Kit for version 3.1 incorrectly identifies TRUE and FALSE as functioning with this switch. Page 196 of the Windows Resource Kit manual incorrectly identifies "On" and "Off" as functioning with this switch. Again, using any non-numerical value sets the switch to "0" and therefore disables the FIFO. These values are used by Windows for both standard and 386 enhanced modes.

NOTE:

Third-party communications drivers (such as Turbocom by Pacific Commware and KingComm by OTC Corporation) enable FIFO support for MS-DOS-based applications running under Windows.

Windows for Workgroups 3.11

Windows for Workgroups 3.11 is the first version of Windows to enable 16550 FIFO support for MS-DOS-based applications running under Windows. In addition to Windows-based applications, your MS-DOS-based applications can now use FIFO to prevent data overruns without using a third-party communications driver. The Windows for Workgroups communications driver (SERIAL.386) can also use the transmit buffer (TX) of the 16550 UART. Previous versions of the communications driver use the receive buffer (RX) only.

[386Enh! section SYSTEM.INI settings:

In addition to the COMxFIFO setting outlined above, Windows for Workgroups 3.11 introduces two new settings, RXTRIGGER and TXFIFO.

RXFIFO Setting:

COM1RxTRIGGER=1		4		8		14
COM2RxTRIGGER=1		4		8		14
COM3RxTRIGGER=1		4		8		14
COM4RxTRIGGER=1		4		8		14

Default: 8

Purpose:

Sets the number of bytes to enable for the receive FIFO buffer (RX) on the 16550 UART.

Example:

COM<x>RXFIFO=8

where <x> is the number of the COM port you want to set.

NOTE:

In general, you should not change the RXFIFO value. Increasing the value of RXFIFO to 14 causes fewer interrupts to be generated, but it also decreases the space in the remainder of the buffer to 2 characters. On a busy system, which may have an increase in interrupt latency (the time that it takes for an interrupt to be serviced by the CPU), this may cause characters to overrun the buffer. Likewise, decreasing the value for RXFIFO increases the number of interrupts generated, which could lead to interrupt saturation, negating the usefulness of the FIFO on a multitasking system.

TXFIFO Setting:

COM1TXFIFO=0		1
COM2TXFIFO=0		1
COM3TXFIFO=0		1
COM4TXFIFO=0		1

Default: 0 (off)
1 (on)

Purpose: Enables the transmit buffer (TX) on the 16550 UART. If enabled, 16 bytes are sent to the UART with each empty transmit interrupt generated.

Example:

COM<x>TXFIFO=0

where <x> equals the number of the COM port you want to set.

NOTE:

Enabling the transmit buffer (TX) may result in better system performance during a high-speed file upload. It does not affect downloads.

and now, on to the modems and certain init strings...

In the process of testing the efficiency of a number of modems, the bottom line is, as it seemingly has always been a toss-up between Hayes and US Robotics with US Robotics riding the "cutting edge" with flash rom in use. On CIS NavCIS has constantly provided reliable file transfers in the 1700cps range for us while using the above mentioned settings. Of course we were connected at 14.4 on a CIS node and had worked the init strings to "death" getting there. Below, are the two init strings actually used. You can apply them as far as you wish and as long as your modem meets the "Hayes Compatibility" criteria. Hopefully, they'll provide a strong "starting point" for you.

(actual init strings from init.lst)

Hayes Optima V.FC 28.8 Data/FAX : AT&FM0V1W2X4&C1&D3&Q9&T5S11=50 :

USR DS V.FC 28.8 : AT&FM0Q0V1X7&A3&M0&B1&H1&R2&K0S11=40 :

FYI.... Relative to USR Modem Owners...

Subject: V.FC compatibility issue - Msg Number: 152319
From: US Robotics 76711,707
To: ALL
Forum: MODEMVENDOR Sec: 04-US Robotics
Date: 03-Nov-94 16:53:56

Here is what some of you have been waiting to hear:

We have found incompatibility under certain conditions in a small percentage of V.FC modems from different manufacturers. The source of the problem lies in the retraining sequences of the V.FC protocol. We've gone back to the lab and are close to producing a fix. The update will be available November 17th, 1994. For owners of Sportsters that support V.FC, the update is available in the form of a user-installable e-prom chip. A 1-800 number will be provided for Sportster owners to order this new chip.

For Courier owners, the revised code is available via flash ROM by calling our BBS at (708)982-5092, on CompuServe (GO USROBOTICS), or anonymous FTP

(ftp.usr.com, \pcb\dl05).

Courier owners, please see your manual for specifics on software downloads.

Details of the fix will be available by November 7.

Naturally, there are some caveats, (aren't there always?) the basic requirements are a quality modem, good phone lines a high performance machine and lastly, patience on the part of the user attempting to set up the optimized comm system. Put the time into this effort, you'll be glad you did.

now, back to NavCIS...

NavCIS Pro v1.25 has all of the bells and whistles one could possibly want to maximize their enjoyment using Compuserve. Of course, like every other program worth its salt, you can be sure there's something snazzier in the wings. NavCIS 1.25 is part of a reliable chain of programs that have satisfied many, many users who sought the true convenience of a high powered system navigator. Its not the first and certainly not the last. Support, both online and personal, is ongoing and top notch. Further development of product enhancements is an ongoing factor.

Our conservative prediction is, simply put; sooner or later after having tried the rest, you'll be using the best (NavCIS). Its won our wholehearted endorsement. While on Compuserve, type GO DVORACK and download the TE version. You'll love it!

> Frank's Corner STR Review
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The Kids' Computing Corner
=====

Brighter Child Software
=====

reviews by Frank Sereno

This week reviews two products from Brighter Child Software. The first title is "Jim Henson's Muppet/Brighter Child Letters: Capital & Small." That name is quite a mouthful! This program teaches beginning reading skills to children from preschool through kindergarten. Program requirements are Windows 3.1, a 386 CPU, four megs of ram, a VGA display, 4.5 megs of hard drive space and a mouse. A sound card is not required but digitized speech and sound effects are available if the card is installed. The program comes on a single, high density diskette.

Installation is very simple. Run the install.exe program on the disk by exercising the RUN option under the FILE menu in Windows. The program

will then copy the program files to the hard drive and create a program group and icon for "Letters." The program includes a one page user's guide. Also included is a small workbook which includes additional problems and suggestions for parent/child activities to reinforce the skills and knowledge gained from the workbook and program.

"Letters" is much like a workbook which is done on the computer. The book consists of twenty-four pages. Twenty-two pages are activity pages, one page is the title page and one page is the table of contents. On four pages the activities study two letters rather than a single letter on the other eighteen pages.

Each activity page has a box with the written instructions for that page, a large window displaying the activity and below that are buttons for moving through the pages. A left arrow button moves the program to the previous page while the right arrow button goes to the next page. A content button takes the child to the table of contents and a quit button allows the child to exit the program. Upon entering each page the instructions will be stated aloud to the child. Clicking on the written instructions will cause them to be read aloud again.

All activities require the child to use a mouse to solve a series of problems. He may be asked to click on a letter or to drag a letter or object from one location to another. Besides learning to recognize the different letters, the child will build coordination and dexterity through his manipulations of the mouse. These exercises are well designed in that the tasks teach children the letters while the tasks are simple and easily explained.

The graphics are bright and colorful. All the Muppet characters are easily recognizable. Each activity page includes some animations. These animations are small in duration and in the amount of objects which are in motion but they appear very smooth even on a 386 machine. Some sounds were a bit distorted and fuzzy on my children's computer which uses a Sound Blaster PRO 2 sound card. Other sounds were clear which has me confused whether the fault lies in the computer's sound card or the program. Were it not for the distortion problem, the sound portion of the program would have been rated quite highly.

The interface is simple and easy to use, but I feel that there are a few shortcomings that need to be addressed. Positive encouragement consists of a small window popping up which displays the number of correct answers the child has provided along with a brief musical interlude. The shortcoming here is that this program is aimed at pre-readers. They need some vocalized encouragement. Negative feedback is handled in the same manner and again I feel this should be vocalized. During negative feedback the child is given the options of trying again or having the answer shown to them but these options are printed on the screen. The child would be better served if these options were vocalized or presented as some sort of easily understood pictograph or icon.

A side note, the back of the program's packaging shows three screen shots which are not included in the program. These graphics show the activity screens as chalkboards. They also show additional buttons for a scorecard and a glossary. An additional button is shown on these graphics but I can't discern the intended function. I'm not certain why these changes were made to the program's interface and why the graphics on the box were not corrected.

Play value is hard to grade. The program offers many different

activities but it will have limited replay value once the child has completed all the pages several times. Perhaps with better feedback or the ability to change the difficulty of the exercises would give children something to come back to in the program. Educational value is good. This program has a very narrow scope but its intended lessons are well designed and easily learned by the target audience.

Bang for the Buck is very good. This program retails for about \$15 so it is very inexpensive compared to many children's programs. The program does not have the high hardware requirements of many current educational programs so it is usable on most systems. While its curriculum of study is rather small, these lessons are well received and retained.

Graphics	8.0
Sounds	6.0
Interface	7.0
Play Value	8.0
Educational Value	8.0
Bang for the Buck	9.0
Average	7.67

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Brighter Child Reading & Phonics Grade 1 is intended to teach many reading and pronunciation skills to children ages six to seven. The program's structure and interface are very similar to that used in Muppet Letters. Reading & Phonics features 28 pages with 32 activities. This program requires Windows 3.1 or higher, a 286 or greater CPU, a VGA display, two megs of ram, 2.6 megs of hard drive space and a mouse. Sound cards are supported but not necessary to run this program. This program also includes a workbook and parent's guide.

The Reading & Phonics interface consists of a large viewing window and five buttons above the window for Start, Previous (page), Next (page), Contents and Exit. In the work pages the child will use the mouse to click on or drag objects or words and draw lines. The child will also learn some keyboarding skills as he must type in answers in several exercises. The directions for each exercise are very simple but these are available as text only. No audible help is available so this program will require parental interaction.

The exercises are well designed and interesting. Lessons include sequencing sentences in a story, short and long vowel sounds, consonant blends and digraphs, and reading comprehension. I do feel this program would be much improved if it used sound more adequately. Phonics is the study sound and today's sound cards can easily produce natural-sounding voices. This addition would teach children correct pronunciation. In addition, sound could be used for positive feedback or encouragement. The program uses happy musical ditties and displays of fireworks but the addition of a human voice would be better.

Graphics are colorful but simplistic. This program makes little use of animation. The sounds used are very clean with little distortion. The problem is that this program makes uses little sound. Sound and animation are wonderful devices for retaining children's interest.

The interface is very simple to use. It does have shortcomings due to the lack of positive feedback and audible help. This program requires

the parent to fulfill these duties which are done by the computer in many of today's educational programs. If you as a parent are willing to fulfill these duties, then Reading & Phonics can be an effective learning aid for your child.

Play value is limited. There are many activities available in the book but they will have little replay value once they have been finished. This program lacks any sort of randomness to questions or adjustment in difficulty levels to maintain the child's interest past the first play.

Educational value is good as many lessons and skills are learned from the program if a parent or teacher works with the child to do the exercises. It would be better if the program produced pronunciations of the various phonics sounds.

Bang for the Buck is good. This program is available for \$15 or less. It is a good buy in children's software IF the parent is willing to make up for the shortcomings in the interface and provide the correct pronunciations of words and letter combinations.

I'd like to point out that the packaging on this program has a few discrepancies similar to those in Muppet Letters. The back of the box shows three screen shots. Only one of these screens is used in the program. One screen may have been changed because it was deemed too difficult. Completely missing is a word search activity. Due to writing deadlines I was not able to learn the reasons for these discrepancies but I will seek answers and report them in this column.

Graphics	7.0
Sounds	7.0
Interface	6.0
Play Value	7.0
Educational Value	8.0
Bang for the Buck	8.0
Average	7.17

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> WinCim Updated STR InfoFile

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Changes in CompuServe Information Manager for
Windows (WinCIM) 1.3.1 (from version 1.3)

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* NEW FEATURES:

- NCSI/NASI implementation will allow shared MODEM pools on Novell networks. User must have NCSI/NASI drivers installed in order to use this feature.

- Copy To ==> MAPI Message will allow user to copy selected text to a MAPI message. User must have a MAPI enabled mail client installed to be exposed to this feature.
- Simple mail attachments allow users to send a text message and an associated file. The recipient will receive two messages with the same subject, one will contain the text message, the other will be a file descriptor message with a retrieve button.
- Added 57600 and 115200 BAUD, removed 450 and 1800 BAUD.

* NEW INSTALLATION PROCEDURES:

- New online install programs.

WCINST.EXE	- A complete install set, minus Signup.
WCPROG.EXE	- Updated WINCIM.EXE minus the other components listed below. Upon execution obsolete dll's are removed from the user's wincim directory.
WCHELP.EXE	- Update the WinCIM help file.
WDIR.EXE	- Update the CompuServe Directory, also known as the Almanac. Will create a program group and put gocserve.exe in the user's windows directory.
WCSOUND.EXE	- Update WinCIM sounds. These will be added to the user's WIN.INI file.
WSCRIPT.EXE	- Update the connect scripts, backing up the old ones to *.old.

Basically, the idea is to simplify the online installation by providing single files which can be run directly from Windows to install either a complete upgrade or just parts. For detailed instructions Go WINCIM.

* INTERFACE CHANGES:

- MODEM security options added to the MODEM Control Strings dialog. To access select Session Settings from the Special menu pull down and click the MODEM button.

* MAJOR PROBLEMS FIXED:

- List box scrolling has been improved.
- Filing Cabinet compatibility between WinCIM and CompuServe Navigator has been improved.
- Copy To ==> mail message copies the message subject.
- A read forum message retains its read status indicator in the filing cabinet after downloading additional messages within the thread.
- Forum message and file marking have been fixed.
- Truncated or oddly formatted text within articles, mail, or

forum messages has been corrected.

- Corrected the unpredictable formatting that resulted from moving a reformattable mail message within the filing cabinet using FileIt.
- A reply to a forum message would result in a message being posted to the forum when sent from the Out-Basket. Those replys are now sent to the sender and appropriate addressees.
- No GPF is encountered while performing forum message related activities involving messsages that contain international date formats with capital letters.
- Forum library retrieval lists have been corrected.
- If you attempt to use sound with a system that is not equipped with a sound card, when you attempt to start WinCIM a warning dialog will be presented to explain and carryout the necessary adjustments. The program will not start until the modifications have been made.
- Support for forums with 24 sections has been implemented. To check it out try Go Politics.
- No more message text truncation.
- Correct BAUD rate will be displayed in the Connection Info dialog.
- The Undelete button on the Get New Mail dialog is enabled after the first message is deleted. The message can be deleted from the View dialog or from the mail list dialog.
- Launching WinCIM from the CompuServe Directory when the Connect dialog has not been disabled no longer causes a GPF error.
- Fixed the CB keyboard interface problems.
- Added edit option for the Stock Portfolio entries.
- Out of Memory alert is no longer issued after deleting all tickers from the Quotes dialog.
- Waiting mail icon works as expected. The user can go to a DPP service and return and the icon will not disappear.
- Truncation of online text when using the scrollbar thumb has been fixed.
- The CB user's list operates properly.
- Corrected timeouts the result from large file downloads in terminal emulation.

WordPerfect 6.1 for Windows
Product Information
Due to release fourth quarter 1994.

Product Introduction

As the latest version in the WordPerfect word processing product line, WordPerfect 6.1 for Windows offers improvements that set the standard for word and document processing. From simple ease-of-use enhancements to sophisticated and intelligent automation tools, WordPerfect's new capabilities strengthen the product's position as the best word processor for Windows.

More documents are created worldwide using WordPerfect than with any other software. WordPerfect 6.1 for Windows is the perfect way to create better documents.

Product Development Goals and Results

WordPerfect 6.1 for Windows was designed based on product research and user feedback from four principal sources:

- * Usability research conducted at WordPerfect's industry-leading usability center with hundreds of subjects, studying a myriad of product design and implementation issues
- * On-location field research with customers in their own environments to better understand their work needs and patterns and how our software can help them to get their work done easier and faster
- * Customer feedback via Customer Support lines, electronic forums, and WordPerfect's own regional sales staff
- * Enhancement requests from users of WordPerfect products

The information from this research was carefully studied and analyzed and combined with market demands and corporate objectives. This resulted in the formulation of four principal goals for developing WordPerfect 6.1 for Windows, each to help customers:

- * Write Better
- * Work Smarter and Faster
- * Integrate Perfectly
- * Transition Easier

The overriding philosophy behind the design decisions made to meet these four goals was to get the software out of the way of the work. This means that the software needs to work with users, not against them, to help them get their word processing work done faster and with less effort. In addition, all product changes were coordinated with the other applications of Novell's new suite of products, PerfectOffice 3.0, so there would be consistency and a high level of integration among the products. Finally, as part of the Novell family of products, WordPerfect made efforts to be even more network aware than ever before, offering network customers new advantages and opportunities to use the software in

a workgroup environment. Each of the four product goals are discussed below with examples of how they were met in WordPerfect 6.1 for Windows.

Write Better

Word processors have long provided tools to help you format text, but they had no idea what your words meant. But now WordPerfect's advanced PerfectSense technology can understand words within their context. Using PerfectSense, WordPerfect 6.1 can automatically fix your grammar, search for all forms of a word from the one that you supply, and replace words with the correct form. You save time and your documents look better as the software does the work.

Grammatik 6

Grammar checking has traditionally been a process that checked your document for common errors and gave you advice based on proper grammar rules. The challenge was that you had to first understand the advice and then determine how to modify the text to make it better. Now with the new Grammatik 6 and PerfectSense built into WordPerfect 6.1, you can check your grammar as easily as you check your spelling. Grammatik 6 doesn't just offer advice that you need an English professor to understand, but will actually rewrite your sentences for you. All you have to do is click Replace and let it do all the work.

Find and Replace

The problem with find and replace has always been that it can only look for exactly what you type. What you told us you needed was a product that would let you specify a word and have it automatically find all forms of that word and even replace them with the correct forms of another word. Using PerfectSense technology, the new Find and Replace in WordPerfect 6.1 does exactly that. For example, you could find all forms of the word fly (fly, flew, flown, flying, etc.) and then automatically replace them with the proper form of the word drive (drive, drove, driven, driving, etc.). This capability is perhaps even more significant in languages other than English where word forms can be spelled very differently from the root.

Speller and Thesaurus

In addition to the grammar checker, other WordPerfect writing tools use PerfectSense technology to offer you better writing assistance. Both Speller and Thesaurus use PerfectSense to look up and replace words in the proper forms. The Thesaurus allows you to look up words using any form, even if the form is not in its word list. All WordPerfect writing tools access your documents through our Writing Tools API (Application Programming Interface), an open standard documented in the WordPerfect SDK (Software Developer's Kit). WTAPI can be used by any Windows application to directly access your document's text without the use of the clipboard or other secondary transfer mechanisms that can alter document format or content.

QuickFinder

QuickFinder, WordPerfect's patented file indexing and searching program, lets you find files on your hard drive or network faster than standalone applications costing hundreds of dollars. This searching applies not only to WordPerfect documents, but to other word processing files, spreadsheet and database files, and more. You can search for filenames or types, or specific text in the files, using wildcards and Boolean operators. When

searching with QuickFinder indexes, your results are instantaneous.

In WordPerfect 6.1, QuickFinder also offers new capabilities, such as an interactive browser to speed directory selection; UNC (Universal Naming Convention) support for network and device-independent indexing; the Concept Builder that uses PerfectSense technology to help you construct searches on word forms, sounds, and even common misspellings; and Relevance Ranking that sorts files in search results by the likelihood of significance.

QuickCorrect

QuickCorrect, first introduced in WordPerfect 6.0a, now has several additional capabilities to automatically fix errors and improve your documents as you type. Not only can it correct hundreds of spelling errors on the fly, but QuickCorrect will also automatically correct capitalization, delete extra spaces, put in typeset-quality quotation marks, and more. You can also use QuickCorrect entries to expand text, such as having your initials become your full name when you press the spacebar. QuickCorrect makes you a better writer; all you have to do is turn it on.

Work Smarter and Faster

Your word processor should work with you and for you, being smart enough to take care of common and complex tasks without extra effort on your part. It should also provide quick tools that will save you time and effort. WordPerfect 6.1 does this with a host of enhancements, only some of which are listed below, that let you work smarter and faster than ever before.

Templates and Document Experts

Our research showed that most people were not using document templates in WordPerfect or other products, for two principal reasons: 1) they didn't know how to use them or even that they were there; and, 2) if they did find them, they didn't think the supplied templates were relevant to their personal work. To address these concerns, WordPerfect 6.1 now ships with over 50 document templates all easily accessed each time you select File, New to create a new document. These templates can be used for common tasks such as letter writing, fax cover sheets, memos, and much more, making them immediately useful. They are based on accepted standards for formatting and content, so you can use them with confidence. They are also fully automated, so they prompt you for the information they need to be accurate and complete. In addition, you can easily create your own templates with our new Template Coach and Prompts builder, letting you make custom solutions for specific tasks in your environment.

Document Experts supplement the templates by providing an additional level of automation in creating some of your most common documents. For example, the Letter Expert will help you build your letters as you work on them, complete with openings, closings, enclosures, and content assistance. The Calendar Expert can help you build calendars in any of four formats, portrait or landscape, and for as many months as you would like. Other document experts are available for newsletters, faxes, and memos.

Table Expert

Formatting a table to look just right can be a time-consuming task, often with many selections to make using borders, lines, fills, and text styles.

WordPerfect 6.1 makes this easy by providing the Table Expert, a simple way to choose from a large number of pre-created table styles for instantly improving a table's appearance. But WordPerfect 6.1 doesn't stop there if one of the styles in the Expert doesn't meet your needs, you can easily create your own and add them to the list. And because these are styles, you can modify the table, such as adding rows and columns, and it will still retain the look you have chosen. Another change in WordPerfect 6.1 is that table columns can be sized automatically to their content. This makes it a one-click operation to get table column widths matched up exactly with your data and is another example of how WordPerfect saves you time and effort. Combine that with nearly 100 table formulas, named ranges, and automatic data fill for numbers, days of the week, months, and more, and you have the most powerful table feature in any word processor.

Make It Fit Expert

If you have ever spent time changing fonts and other settings to make a document fit on a certain number of pages, you'll appreciate WordPerfect's new Make It Fit Expert. This step-saver can, for example, take your letter that is just slightly more than one page and shrink it down to fit on one. But Make It Fit doesn't just shrink a document. It can also take your nine page report or newsletter and automatically expand it out to twelve pages or more. The best part is that you decide what settings can be changed fonts, spacing, or margins. You write the text, and WordPerfect 6.1's Expert will Make It Fit the number of pages you need.

Multiple Level Undo/Redo

In order to give you the freedom to safely explore document editing and formatting options, WordPerfect 6.1 offers you up to 300 levels of Undo/Redo. Anything you do in your document can be undone, and then redone if needed. To make your shared documents secure, Undo/Redo gives you the ability to erase the changes from the document when you save it.

QuickFormat with AutoUpdate

If you already use QuickFormat in WordPerfect for Windows, you know how easy it is to load formatting from one section of text and paint it to other locations. Now with WordPerfect 6.1, QuickFormat lets you tie text together so that if you make formatting changes in one location, all other text you painted is automatically and dynamically updated to match. This is especially useful for headings and titles that might be scattered throughout your document but need to look the same. QuickFormat is the easiest way to automatically make and keep your documents looking great.

QuickSelect

After typing, selecting text is the most common editing task performed, so it makes sense to build as much intelligence into that process as possible. WordPerfect 6.1 does a number of things with selection, such as automatically selecting entire words as you extend your selection to multiple words; applying attributes, such as bold or italic, to an entire word if nothing is selected; and giving you easy access to selection options, such as sentence, paragraph, page, and the entire document by clicking the right mouse button in the left margin.

Intelligent Cut and Paste

Whenever you move text using cut and paste or drag and drop, there are many cases where you have to go back and manually add or delete space

characters, often in both the old and new locations. WordPerfect 6.1 is intelligent enough to automatically perform these steps after copying or moving text, letting the software work for you.

Open As Copy

Our research showed that one of the most common things people do is open existing documents and reuse them for new tasks, but their concern is always accidentally overwriting the old file with the changes. So WordPerfect 6.1 made this common task easy with an Open As Copy option in the Open dialog. Simply check this option when opening a file, and it will appear in WordPerfect 6.1 without a name but with all the content and formatting of the original. You can then edit it as needed without worrying about losing the original document. A simple thing perhaps, but one that we know will save you steps, because you told us that's how you like to work.

Drop Cap

A great way to add a professional touch to documents is to use a drop cap at the start of a paragraph. In WordPerfect 6.1, this is done easily by making one menu selection. You can choose from any of 14 pre-defined styles, or customize your drop caps with line size, margin positioning, borders, and fills. Not only will your documents look nice, but when you use a drop cap in WordPerfect 6.1, your paragraphs will still function correctly with all other features, such as the spell and grammar checkers.

Drag to Create

WordPerfect for Windows has for years had great graphics handling abilities, including graphic styles that let you pre-determine where images and text in boxes should be and how they should look. But if you wanted to pre-determine a location for images or make them a size different from the default, you had to change them after the fact. Now with WordPerfect 6.1, you can place a graphics image or text box in just the right place by drawing it exactly where you want it at insertion time. Once you select Drag to Create, you can continue to use it for graphics, text boxes, equations any kind of box you might use to enhance the look and functionality of your documents.

Transition Easier

WordPerfect 6.1 for Windows provides a host of tools, in the form of conversions, Experts, Coaches, Tutorials, and more, to make the transition from DOS or other environments to WordPerfect 6.1 as smooth as possible.

Document Conversion

WordPerfect 6.1 provides the best conversions from the WordPerfect 5.x file format. Not only do your documents come in with the same appearance, but the structure also matches up, making it easy to edit those documents. In addition, WordPerfect 6.1 supports conversions for many other major application formats, such as Word 6.0 and Ami Pro 3.01, and converts WP 5.x macros, something no other product offers.

QuickStart Tutorial

To get you up and running quickly on WordPerfect 6.1, the QuickStart tutorial will launch the first time you use the product. This brief tour will familiarize you with the product interface and let you immediately

feel at home in WordPerfect 6.1. If you ever need to, you can come back to QuickStart tutorial any time through the Coaches dialog.

Upgrade Expert

WordPerfect 6.1 makes it easy to upgrade from a previous version of WordPerfect or from other competing products with the Upgrade Expert. Providing Show Me and Do It buttons, as well as access to related Coaches and Help file information, the Upgrade Expert is the place to start to make your transition to WordPerfect smooth and pleasant.

New Coaches

Coaches have proven to be a popular tool not only for getting things done, but for learning more about WordPerfect in the process. New Coaches for WordPerfect 6.1 cover topics such as templates and styles, letting you easily take advantage of some of the most powerful product features the product has to offer.

Customer Support

WordPerfect, the Novell Applications Group, has the most renowned customer support effort in the industry. In fact, WordPerfect recently won PC World's World Class Award for the best support for the fifth year in a row. WordPerfect, the Novell Applications Group, is still the only major software vendor to offer toll free support. That means to get all your technical questions answered, you can use free, toll-free support for 180 days after your first phone call.

Integrate Perfectly

WordPerfect 6.1 plays a key role in Novell's new suite of applications, PerfectOffice 3.0. Many enhancements have been made to make the applications in PerfectOffice work well together. In addition, WordPerfect 6.1 supports key integration technologies that let it work with all other Windows applications so you can get your work done in the way that is best for you.

Common Interface

The products in PerfectOffice 3.0 share a common interface; the menus, toolbars, and general appearance are decidedly similar, making them easy to learn and use. This standardization and simplification of interface benefits all users of WordPerfect 6.1, but especially those who use more than one application from PerfectOffice 3.0.

PerfectFit Technology

PerfectFit Technology allows WordPerfect applications under Windows to share a number of features and capabilities, as well as a common macro language. PerfectFit not only reduces the amount of memory and disk space required by the applications by letting them share common code, but it further enhances the common look and feel of all PerfectOffice programs. For example, with PerfectFit, all PerfectOffice 3.0 applications, including WordPerfect 6.1, have a common spell checker and the same file management tools in the Open and Save dialogs.

PerfectScript

As part of PerfectFit technology, PerfectOffice 3.0 is the first suite of

applications to offer cross-product macro recording, called PerfectScript. Just like recording a simple macro in WordPerfect itself, PerfectScript makes it easy to create custom automated solutions that use one or a combination of PerfectOffice applications.

OLE 2

OLE is a powerful way to build compound documents and let applications work together. WordPerfect 6.1 supports OLE 2 as both a container and a server, allowing for in-place editing of objects in WordPerfect documents, drag-and-drop across programs and documents windows, and linking or embedding of any OLE object such as graphics, data, sound, or other multimedia elements.

Network Support

If you're working on a network, WordPerfect 6.1 is designed to make it easy. From powerful network installation and configuration abilities to full Universal Naming Convention support at install time, the product runs very well on a network right out of the box and offers you the ability to set it up as freely or as tightly controlled as you like for your business and environment.

Object Exchange (OBEX)

OBEX provides the ability to easily share data across a network, phone line, or other method of communication, something other standards do not offer today. WordPerfect 6.1 supports OBEX publish and subscribe, allowing you to easily exchange data with other OBEX enabled applications such as Quattro Pro and Paradox. ODBC and IDAPI

WordPerfect has long provided the ability to directly access spreadsheet data in documents. WordPerfect 6.0 added database access for dBase, Paradox, SQL, and other formats, making it simple to import or link data from any of these sources. Now with ODBC and IDAPI support, WordPerfect 6.1 supports the latest database programs, including Microsoft Access and Borland dBase for Windows. You can access all data tables and fields and perform queries on the data before importing it into your documents.

TWAIN

TWAIN support in WordPerfect 6.1 allows you to easily include scanned images with your work. Just select the menu option in WordPerfect, scan the image, and bring it right back into your document. WordPerfect is the first and only word processor to support TWAIN, the industry standard for scanning created by major vendors such as Hewlett-Packard and Logitech.

Open Document Management API (ODMA)

WordPerfect 6.1 supports ODMA for document management which provides tight integration with products such as Novell SoftSolutions. Support for ODMA, the industry standard, allows WordPerfect and SoftSolutions to work together seamlessly to provide users with the best combination of word processing and document management services.

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> SEGA ON COMPUERVE! STR Feature

SEGA JOINS COMPUERVE

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While only a few folks were privy to a number of upcoming events, the notification that Sega had joined Compuserve surprised many industry observers in that they were waiting to see just which service Sega would become heavily involved in. This reporter's take on the matter is more toward the people angle. Ron Luks, the "main man" in a number of highly popular and equally informative forums on Compuserve is the motivating force behind much of the recent increases in "gaming" support found on CIS. Its no wonder that Sega joined CIS, with folks like Ron Luks providing the upbeat enthusiasm both behind the scenes and online. There could be little doubt that CIS would become the service of choice. Luks, along with Don Watkins and Neil Shapiro are regarded by many as the online "founding fathers" of Compuserve.

Subj: Sega Joins CompuServe
Section: Forum Business
To: All
Thursday, November 03, 1994 11:15:26 AM
From: SYSOP*Mike Schoenbach, 76703,4363#58545

I am pleased to announce that Sega of America has opened up their own Forum here on CompuServe.

GO SEGA takes members to a menu of Sega-related services, and GO SEGAFORUM takes members to the Sega Forum. Other Video Games Publishers may be contacted with the commands GO VIDAPUB and GO VIDBPUB.

FOR IMMEDIATE RELEASE Contact: Greg Chiemingo Manning, Selvage & Lee
818-509-1840

Richard Brudvik-Lindner Sega 415-802-3658

Debra Young CompuServe 614-538-4553

Sega goes on-line with CompuServe & World Wide Web; real-time conferences, video clips, contests, chat rooms all part of new interactive services for Sega fans

REDWOOD CITY, Calif., November 2, 1994-- Interactive digital entertainment leader, Sega of America, Wednesday announced the launch of an interactive on-line service on CompuServe starting this month.

Sega also announced the opening of a "Home Page" on the Internet's World Wide Web (WWW or Web) beginning Nov. 7. The new services will give Sega information surfers multiple options to download text, graphics and audio, participate in chat groups, and will include regular on-line conferences, including the first on Nov. 7 with Sega

Chief Executive Officer and President, Tom Kalinske (6-7 p.m. PST).

Like an electronic superstore, the new Sega Forum on CompuServe will offer selections for all Sega information "shoppers," including real-time conferencing and message boards as well as text, still image and audio/video downloading opportunities on Sega products and other company ventures such as the Sega Channel, Sega's planned mini theme parks and new products from Sega Toys.

In addition to Sega's Home Page on the Web, an anonymous File Transfer Protocol (FTP) site will allow Sega customers who surf the net to find text, audio or graphic images input by Sega on the Internet.

"We have an unusually strong connection to the people who use our products, in fact, we are known for a rabid loyalty among Sega fans that inspires them to mimic our commercials, collect our games, emulate our style and idolize our game developers.

"What better way to cement that bond than to have Sega fans link with the source itself. As evidence of this we are the only non-apparel company recognized by teens as among the five coolest companies in America -- that's the position in the consumers' minds that the CompuServe and Internet services can only strengthen," said Bill White, Sega of America vice president of marketing.

In addition to "meeting" with Tom Kalinske on Nov. 7, Sega is producing a stream of regular programming on CompuServe. During its first month of service, Sega surfers will also be able to participate in the following real-time conferences: Nov. 15, Roger Hector, who oversees the Sega Technical Institute (STI), the unit responsible for developing "Sonic & Knuckles"; on Nov. 18, Joe Miller, vice president of product development will be available to "talk" about Sega's new hardware platform Genesis 32X; on Nov. 30, the development team responsible for bringing the hit PC game "Doom" to 32X will be live on-line.

"We're very excited about bringing Sega on-line," said Kevin Knott, vice president of product marketing at CompuServe. "We believe our information and interactive services will offer Sega enthusiasts new channels of communication with their favorite company."

Sega of America is the market leader in home video game systems in the United States with Sega Genesis, Sega CD and Game Gear hardware and more than 500 software titles for the 8-bit, 16-bit and CD-ROM systems. This fall, Sega will launch Genesis 32X an add-on for the Genesis and Sega CD systems to increase them to 32-bit machines for new titles, among other new developments.

The Sega forum is expected to keep Sega consumers informed and ready for the latest in interactive digital entertainment.

Sega of America is the arm of Tokyo, Japan-based Sega Enterprises Ltd.

responsible for the development, marketing, and distribution of Sega products in the Americas. Sega Enterprises is a nearly \$4 billion company recognized as a leader in interactive digital entertainment media, with operations on five continents.

Established in 1979, the CompuServe Information Service provides its worldwide membership of more than 2 million with databases and services to meet both business and personal interests. CompuServe can be accessed by any modem-equipped personal computer utilizing general communications software. In addition to the CompuServe Information Service, CompuServe Inc. provides frame relay, wide and local area networking services, electronic mail, business information services and software to major corporations and government agencies worldwide. CompuServe is an H&R Block (NYSE: HRB) company.

Already, the warm welcomes are coming in for the new Sega area!

Subject: #This Fabulous Place! - Msg Number: 223
From: Linda Woeltjen 76711,1142
To: Sysops
Forum: SEGAFO Sec: 01-General Help
Date: 01-Nov-94 21:02:51

Sysops,

Well, it's your first day, and I've had a chance to really look around and get acquainted with your message boards and libraries. I'm both impressed and excited.

After spending a fortune of video game magazines, it's wonderful to feel like I can tap right into the source. My son's already drooling over this forum, and it's only a day old. It looks like it's going to be an area the whole family will enjoy as much as they enjoy the various Sega game machines we have around the house.

Thanks for giving us this place to 'plug in' to hot news, hints, and tidbits that will enhance the fun we're already having. Will there be conferences? He'd really love to talk live with other Genesis fans.

Linda Woeltjen

A sample of what will be found in the Sega forum is included below.. the information and screen shot files are fantastic.

CHAKAN THE FOREVER MAN

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Level Skip:

Skip the Terrestrial Plains and start at the Elemental Plains. If you have a "doorway magic", go to an area just above the entrance of the air gate and jump across to the right and you'll be on a small platform. Press pause and the only magic you can select is the "Doorway", unpause and Chakan will be kneeling and holding up 2 potions, then press the "B" button and the entire screen will flash (You've just skipped through half the game!).

General Tips:

Double-Roll: To do the double-roll, you'll want to roll off the side of any ledge and (as you're still rolling in the air) press the "jump" button again and you'll do a second roll in the air.

NOTE: This is extremely hard to do and may require non-stop practice (Timing is a key factor in mastering the "Double-Roll.").

Potions: If you enter a level and collect all the potions, you can destroy yourself without finishing that level. Enter the same level to collect the same potions again. This is to load up on potions before bosses or extremely difficult levels!

NOTE: Clear Air Potions will only appear once during the game!

Doorway Magic: When you reach a difficult boss and/or your time is running out, use the "doorway magic" (on the screen the boss is on) and you'll exit that stage. When you enter it again, you'll start out at the boss again!

Water Phase 1: Terrestrial Planes

In this stage, you have a choice of going under water or jumping from pillar to pillar above water. Try jumping from pillar to pillar to the right (you travel much faster above water). As you jump from pillar to pillar you'll find a blue "water potion." Keep going right and you'll find another blue "water potion" on a low pillar. Keep going right jumping from pillar to pillar until you reach an extremely high pillar. Try to jump and roll to reach the top of that pillar. When you land on top of that pillar, jump to a platform to the left of it and you'll find a green "earth potion." Keep going right and you'll encounter a Green Fisherman. Destroy him (2 hits) and keep going right. Underwater, you'll face the Tentacle Creature. Use your invisibility (2 Blue Water Potions) then stand next to the Tentacle Creature. Point your sword down on it until it is destroyed. From there, continue right and you'll find the Grappling Hook!

Fire Phase 1: Terrestrial Planes

Defeat the 2 ghosts (2 hits each) and head right. You'll eventually jump on a platform. This part seems like a dead end but it's not! Press down on your directional pad and press the jump button and you'll drop down to 2 platforms. Wait on top of the second platform to the right and eventually a moving platform will come down. Jump on this moving platform and it will take you up. When you reach the top, go left and drop down. Continue left, jump up on a platform above you and go right. Jump up to another area above you and just to the right, you'll jump again to an area above where you're at now. Continue jumping up to the top, then go left. Defeat another ghost and when you go all the way left, jump up to yet another area. Continue right and you'll drop down a corridor with a moving platform in it. When you reach the bottom, move to the right and wait for another moving platform to take you to the top. When you reach the top, drop down to the right through another corridor. When you reach the bottom, move to the right and wait for yet another platform. When you reach the top again, drop down to the right through your last corridor and at the very bottom you'll find the Scythe Weapon!

Air Phase 1: Terrestrial Planes

You'll start on a platform, jump and roll to the platform to the right. From this platform, jump and roll to a platform above you to your left. From this platform, jump and roll to the platform directly above you.

From this platform, jump and roll to a platform above you to the right. From this platform, jump and roll to another platform above and to the right. From this platform, you'll see a brick long platform with a purple hooved mace wielding monster that throws rocks directly above and to the left of the platform you just reached. Use your orange Fire Sword magic (1 Blue Water Potion and 1 Red Fire Potion). Then just jump up and shoot the monster with the fire swords (Fire Swords shoots fireballs). Once you've defeated the monster, he'll leave 2 clear air potions. Get the potions (on the brick platform where the monster was), stand on the edge of the highest point of the brick platform and jump and roll to the right to a platform above you. From this platform jump and roll to the left to another platform above you. On this platform, you'll get 1 clear air potion and 1 green earth potion. From this platform, jump and roll to another platform to the left, then stand there and shoot the second purple monster with your Fire Sword until it's defeated. Once it's defeated jump to the right and collect 2 clear air potions and continue right until you reach a wall with an orange gate that will automatically open. Enter it and you will find the Battering Mallet Weapon!

Earth Phase 1: Terrestrial Planes

Start out by jumping and rolling across to a platform. Drop to the right side of the platform and when you reach the bottom, go right and you'll reach a dead end with a "blue potion." Go back left and jump back up to the platform, then drop to the left side of that platform. Drop all the way down to the bottom then go all the way right past a lot of spiders. At the far right you'll have to jump and roll your way up to the top. When you reach the top, jump and use your grappling hook to swing from a hole in the wall where the spiders drop from to a ledge to the left. From that ledge, jump across the gap and continue left killing all the spiders you encounter. Drop down to the left of the ledge and go right jumping over the SPIDER MONSTER BOSS, continue right, and you'll find a Battle Axe Weapon! (NOTE: You don't need to defeat the Spider Boss)

Water Phase 2: Terrestrial Planes

Walk to the right, jump on the pillar next to the skull infested ground (don't jump on the skulls because there is a hidden creature that can destroy you). Jump up and swing the Battering Mallet to knock the breakaway blocks on the ceiling. When they break away, use your grappling hook on a small gold platform that appears after you get rid of the blocks. Swing on it using the Grappling Hook to the area above you. Then jump to the left past another skull infested part, but watch out for the worms that pop out. All the way left you'll find another gold platform that you can use your grappling hook to swing on. Use this to go to another area above you, then go right and swing from another small gold platform to a platform. From this platform, jump and swing on another small gold platform to the platform above. Then go left past a skull infested area and at the far left, swing on another small gold platform to an area above. Go right by jumping from platform to platform and go past another skull infested area (watch out for the Mantis Worm!). Get a clear air potion at the far right then you'll also see another small gold platform. Use it to swing and jump up to another area above. Continue left, and go past a skull infested area (watch out for the worms!), and at the far left you'll go up by taking 3 small gold platforms up. Once at the top, you'll see a small gem on a small platform at the upper left but you can barely see it because a waterfall is covering that platform. Jump and swing onto that platform to get the gem. Then you'll go right past another skull infested area (watch out for a Mantis Worm). All the way to the right, jump up to a higher platform and from this platform jump and swing up from another small gold platform to an area above. Defeat the Tentacle Monster, go left then go up another area by

using another gold platform to swing on and defeat the second Tentacle Monster and you'll automatically finish this phase.

Fire Phase 2: Terrestrial Planes

Go right, defeat the Winged Harpy, and at the far right (you'll notice a small thin floor about 2 blocks long) stand on it, hold "straight down" and press the jump button to drop down to another area. Go left and drop down the first gap and you'll land on a platform. Drop off the ledge to the left and as you drop, hold it to the right and you'll fall between two small platforms and you'll land on another platform. Drop from the right side of that platform and hold it to the right as you fall so that you can land on a ledge of a platform (if you don't hold it to the right, you'll fall into the fire and die). Go to the right side of the platform and you'll notice what looks like bull skulls. Use your Grappling Hook to swing from all the bull skulls to the top right and you'll go up a corridor (still using the bull skulls to go up). You find, that once you reach the top, go right and at the far right you'll reach a dead end (part of the floor is made of breakaway blocks). Swing the Battering Mallet from the up position and down in a half-circle formation (like in the form of the letter "C" or backwards "C"). If you do this correctly, you'll break the block floor and drop down to more bull skulls. In this area you'll find the exit at the bottom left.

Earth Phase 2: Terrestrial Plains

Use your shield magic to get through the Blue Glowing Orb

(NOTE: If you don't have invincibility and destroy the orb, every hole you see in the background will hit you with a gas cloud (The gas clouds won't appear if you walk through the orb with shield magic). Continue left to a ledge, and jump up and to the left to reach a ledge. From this ledge jump to a ledge above you. Jump to the top where you'll land on a platform, walk to the left ledge of that platform and drop down to a platform slightly below, and to the left of the ledge you just dropped from. From this platform jump up and left to a small platform high up above you, and when you land on it jump left to a corridor. Go left and do a "Double Roll" across a gap to another platform then jump up and left to a small ledge in the gap above you. From this small ledge, jump up and left to the top of a platform slightly above the small ledge you were on. Jump up and right to the next platform above and again jump up and right to yet another platform above. Continue right until you reach a huge gap. Do a "Double Roll" across the gap to reach a platform at the far right. Continue right and drop down a narrow chasm, and when you land, go left and drop down another chasm and go right to the boss.

Boss:

It's recommended to use you potions (shield, flame sword), but if you don't have any potions, corner it at the far right and continually use the spin attack.

Air Phase 2: Terrestrial Planes

You'll start on a ledge and you'll want to jump across to the right to another ledge. Equip your Battle Axe, and use it to break down the door to the right of the ledge. Go 4 windows to the right and wait for a moving platform to come down. Jump on the moving platform and ride it up and when you reach the top, jump up and left to a platform. Then you'll want to wait until another moving platform comes down, and when you see it, you'll want to jump on it and ride it up. When you reach about half way to the top, try and jump across to the right to a tiny ledge. From that ledge, you'll jump up and left to another tiny ledge, wait for the moving platform to come down, jump on the moving platform and ride it up.

At the top, jump across to an area above and go right to face the boss.

Boss:

Use your grappling hook for longer reach and use the spin attack to hit him. (... or stand on the moving platform you took to get to the boss and use your Green Lightning Earth Sword or any other long distance shooting weapon), and shoot the boss when the moving platform is at or near the top).

Air Phase 3: Terrestrial Planes

You'll start out on a ledge and wait for a flying boss enemy. When the enemy arrives from the right, walk to the left as soon as possible and use your grappling hook to hit him (and vice versa when he appears on the left side). If you time it just right, he won't hit you. After a while the boss will do a charge. It is hard to avoid and even hard to hit him when it charges. The best way to hit him is to stick out your weapon so that it charges into Chakan's weapon (recommend using shield or invisibility magic).

Water Phase 3: Terrestrial Planes

You'll start on a ledge with a door. Don't take the door but drop to the left and you should land in an area underwater. Go left underwater and you'll reach a dead end with breakable blocks. Use your Battering Mallet to break the blocks and break the set of blocks to the left as well. Continue left underwater and you'll reach a small area above water with a door all the way on the left side and a small gold platform above. To the right of this door you'll want to Ignore the door and jump up and use your Grappling Hook to swing from that small gold platform onto another just above the first one. From that second small gold platform you're hanging on, jump to the left to a regular platform. Walk to the left side of that platform and do a "Double Roll" to the other side of the gap and you'll land on a small gold-greenish brick pillar. Drop down to a fish-head statue, drop down to the left, and continue left underwater. Eventually you'll reach an area above water that has a thing that looks like a reddish-orange tree (it will hit you with tentacles if you get too close). What you've got to do, is to try and jump above it where you will find another fish statue, but that has 2 blue gems for its eyes. Grab the gems and drop back down to the tree monster and it will sink into the ground and you can proceed left and see 3 doors next to each other. Take the middle door to reach the boss.

Boss:

The spin attack works really good on this boss and remember to use the Grappling Hook to swing away from it when necessary.

Fire Phase 3: Terrestrial Planes

Start out by going right and jump across to a small platform and make your way up to the top jumping from the platforms, swinging at the bull skulls with your Grappling Hook. At the very top, continue left and go up where you'll reach the left side of the screen. At the very top, continue right and you'll reach the Boss.

Boss: The Winged Witchress

Watch out for the sword she swings because she can throw fireballs at you. The best way to defeat her is by doing direct non-spin attack blows and constantly keep moving while you're hitting her.

Earth Phase 3: Terrestrial Planes

Start out by going right and roll off the edge and you'll land on a small ledge. The next thing you want to do is equip your Scythe, jump up, and

break the spider web above you (about 3 swings to break the spider web), then proceed to jump up to the platform where the spider web was on, and drop down the right side of that platform. When you reach the bottom, you'll be able to get a clear air potion. Backtrack back up the platform and drop down the left side of the platform. When you reach the very bottom equip your Scythe to break a spider web on the right. When you break the spider web, you can go right, and you'll want to drop down a narrow corridor. At the bottom of the corridor, you'll want to go left from here. You'll want to drop down to the left through another corridor. After you land, you'll jump up to a platform with a spider web on it. You'll then want to break the spider web and drop down to the left, and when you land, you'll face the boss.

Boss: Spider Queen

She is very difficult to beat. Always keep your sword in her face and duck and roll down to keep up with her. Ice blade works well on her head, and use shield magic when down to one skull.

Air Phase 1: Elemental Planes

When you first start out, stand in an open area and hold out your grappling hook. Eventually, a gladiator on the giant flying insect will come down and attack, continue to hold out the grappling hook (while standing still), and just wait for the enemy to fly into the hook until it destroys itself. Then you can jump on the flying insect and fly it up to the left where you will find a gunner that controls a laser barrier above. To defeat the gunner, fly up and hit him with your battering mallet, then fly down. You'll then fly back up and hit the gunner again with the battering mallet to defeat him. Once the gunner is defeated, the laser barrier above will disappear. Proceed up to the next gunner, defeat him, and continue up and right. At this point, you'll want to fly down between 2 laser beams (this part is tricky! Remember that you can be hit by the beam, but your insect won't be effected by a hit). Defeat the 2 gunners and fly up the corridor above. You'll find 2 more gunners, defeat them and go up and take the first left to find the exit.

Earth Phase 1: Elemental Planes

Start out by dropping down a gap in front of you. When you land, drop down to an area below. Continue right, and drop down another gap and you'll land on a thin green line (hold D-pad in the down position + the jump button and you'll drop down through the green line). You'll then land on an area below you, go right and drop down another gap with a green thin line. From here you'll want to drop down to a small platform with a gap on the right and left side. You'll want to drop down the gap to the left, and continue left. You'll then want to drop down another gap on the left, and go right to yet another gap. Drop down that gap, and go left to another gap. You'll then want to go right and jump up to an area slightly above you. Drop down the gap, and you'll continue right to the exit.

Water Phase 1: Elemental Planes

Start out by going down an iced slope, drop to another platform, and you'll notice an iced covering. Use your battering mallet to break the iced platform. Drop down the gap, and you'll want to hold it to the right and time it so that you land on a platform that moves down when you land on it. Take the platform down to a second platform on the right, and take that platform down. Continue right and jump across a gap to another area above, and continue right to the exit.

Fire Phase 1: Elemental Planes

Start out by jumping right to a platform, and from the far right side jump

directly across to another platform. Then, jump up and to the right to the next platform. Jump up and left to yet another platform, and from this platform, jump up two more platforms. At the top platform, jump to the platform that is slightly lower and to the right. From that platform, jump to the right, and as you fall, hold towards the right and you should land on a platform that sticks out of the side of a wall of lava. From this platform, jump up and right to a small platform floating on top of lava. When you land on this platform, hold your sword down to defeat 4 firebirds that fly out of the lava. Once you've defeated them, then wait for a moving platform on the right. When the moving platform comes down, jump on it, then off it to another platform on the right. From this platform, drop down to the right to another platform that sticks out from a wall of lava. Wait until another moving platform on the right comes down, jump on it, then off it to another platform that sticks out of a wall of lava on the right. On that platform, stop and jump up to the right to a small platform, and jump across to another platform to the right. Wait for another moving platform to come down, jump off it to another platform to the right. Then drop to the right and you'll land on a platform that sticks out of a wall of lava. From this platform, drop to the right and you'll land on a floating platform. Continue right, jumping from platform to platform, and the exit is all the way to the right.

Fire Phase 2: Elemental Planes

Use your grappling hook, swing from the pillars towards the upper right. At the far right, jump and fall towards the right. You should land on a solid area at the bottom. Make your way up to the upper right side and jump and hold it to the right side and you'll land on a slope. Make your way up to the top, and swing directly to a floor to the right and you'll find the exit.

Water Phase 2: Elemental Planes

Start out by heading right to the 2nd ice floor, equip your battering mallet and break the ice floor beneath you (hold D-pad in up position + "B" button + a half circle motion of the D-pad towards the down position), and you'll fall and land on another ice floor. Break that one as well, and you'll land on a 3rd ice floor. Break that one, and drop straight down, and you'll land on an area below that has a gap to the left. Fall down this gap and you'll land on a second area with a gap towards the left. Drop straight down this gap and you'll land on a platform floating on iced water. Continue right jumping from platform to moving platform until you reach a solid area. The exit is on the right side of the solid area.

Earth Phase 2: Elemental Planes

Start out by dropping down a gap to the right and you'll land on a platform. Jump or "double roll" across to another platform, go right to the edge of that platform and jump and swing from a bullskull (using your grappling hook of course) up to a platform above you (Watch out for the Giant Claw Worm because if it grabs you, it will put where you started). Go right, and you'll take the first way up, continue right, and at the far right drop down a gap to the exit.

Air Phase 2: Elemental Planes

First, start out by going to the left and you'll get a clear air potion. Then, go to the far right, and you'll defeat the flying insect riders. Jump on the flying insect and fly it up, go left, and go down between the lasers and take out all 3 gunners you see. At the far left, you'll want to fly up and take out another gunner, and continue up to another gunner. Defeat this gunner, continue up, and take out yet another gunner. Fly up

then right, and up to very top (you'll reach a ceiling), and you'll then go to the far right then you'll have to fly all the way down to the bottom. Then fly right, then up, and finally you'll fly left to the exit.

Fire Phase 3: Elemental Planes

Start out by going right and jump off the edge to a platform below. From about the center of the platform roll off the edge to the left and hold down the jump button to do long roll and you'll land on a platform floating on lava. Make your way left jumping from platform to platform. All the way left, you'll drop down on the left side to land on platforms sticking out of walls of lava. Once you reach the bottom jump across to a platform floating on lava. Make your way right jumping from platform to platform. At the far right, you'll drop down to solid ground. When you reach the bottom, proceed left and roll off the edge and you'll land on a platform sticking out of a wall of lava. Jump across to a floating platform and roll off it to the right and you'll land on another floating platform. Then, you'll want to roll off to the right to an area below to fight the boss.

Boss: Big Flying Demon

At first, you must stand still and wait for the creature to spit out 3 fireballs, then walk left or right to try and avoid them. Hold out your sword constantly pointing it diagonally at the boss. The boss will fly towards you and impale itself on your sword and then fall to the ground. The boss will be grounded for about 2 seconds, hit it before it flies away and repeat this pattern until defeated (Try not to jump or roll, because the boss will stay in the air, and it will continue to spit fireballs. Recommended: You should have enough potions for at least 1 shield, 2 invisibilities). It took 27 hits of the sword to kill it!

Earth Phase 3: Elemental Planes

Drop down to the right through a gap, and you'll drop down to another gap to a small platform. Next, you'll want to jump across to another platform and go right and jump up a gap before the Claw Worm gets you. From this point, jump up to the right to a platform, and you'll want to do a "double roll" to a platform across to the right. Go up the first gap you see (use grappling hook), and you'll reach another platform up above. Then go right and do a "double roll" across to a long platform. Drop down the right side of that platform and at the very bottom you'll reach the boss.

Boss: Giant Claw Worm

Quickly start out by going to the right side of the room until you're touching the wall, then hold out your sword in the upper right (diagonally) corner, and when the Worm comes out, it will impale itself on your sword (you won't be hit and the worm goes back in the wall). Stand there with your sword in the above mentioned position and eventually you'll defeat it.

Air Phase 3: Elemental Planes

Jump across to the right to a platform above you. Drop down the gap on the right side of that platform, and you'll land on a small platform directly below. Next, you'll want to do a "double roll" across to solid ground to the right. Defeat a gunner and acquire a flying insect, and you'll fly up to the top (you'll hit a ceiling). Continue left and you'll defeat another gunner. Proceed to the right through a small corridor (at this point leaving your insect behind) and at the right defeat 2 other gunners, then fly up to defeat yet another gunner. Once defeated, fly up to the very top and go left to face the boss.

Boss: Jousting Insect Rider

If you have 2 red potions, use your earth lightning sword (or if you don't, if you reach the boss twice collect the red potion at the left side). When the boss flies in front of you, shoot him with your earth lightning then move up so that his lance misses you as he charges you. Repeat the pattern until the lance falls off. Shoot him and avoid his charge by moving down and repeat until defeated.

Water Phase 3: Elemental Planes

Roll down the slope and you'll land on another slope. You'll want to roll up that slope and jump across to the right. Use your grappling hook to swing across to the right and across to the red elevators (2 next to each other). Take the one to the right, and ride it down to another set of elevators. Ride the one on the right down to the bottom. At the bottom you'll reach water moving ice platforms. Take the ice platforms to the right to a large platform, and from there use your grappling hook to go up to the top where 2 monsters above. Use your grappling hook to go up another ice slope. Roll off the edge to another area defeat the monster there. Continue right and drop into the first gap you see, and then go left and drop down to an area below. Finally, drop down to the left, but quickly hold it right to land on an ice platform. Jump to the right from the 2 elevator platforms to a snow area where you will face the boss.

Boss: Ice Borrower

Stay at the far left on the steps and wait for the monster to appear twice. Go right and stand to the right of the waterfall and wait for the borrower to show its face. First, duck down to avoid the laser beam that shoots out of the monster's eye. Second, when the monster pops out for the 2nd time, jump up and roll in the air to avoid its claw. Finally, when the monster pops up again hit him and he'll go back down in the snow (if you miss or hit him too late, then the monster will shoot out spikes in the air). Remember, you can only hit him the 3rd time he sticks his head out of the snow. Repeat this pattern until defeated.

SEGA OF AMERICA August 5, 1994, ALL RIGHTS RESERVED

Just to give you an idea of the great files and support that awaits you in the new Sega forum on Compuserve... Hint files, walk throughs, clips, and great graphic files (snap shots of action scenes). Give it a try, you'll be sure to find something that'll tickle your fancy.

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

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P.O. Box 6672
Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this

sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)
Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

Fire up that high-speed modem and head for your favorite GENie Software Library! Effective October 10, 1994, you'll be able to participate in an open beta test, offering access to GENie Services at 9600 bps for as little as \$5.00 per hour.

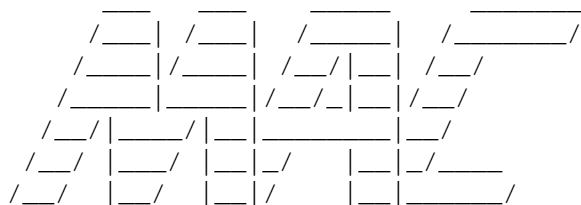
As a result of an arrangement with Sprint, GENie will be offering 9600 bps access from almost 300 SprintNet locations. Best of all, this high-speed access will not be subject to high-priced surcharges. The normal \$2.00 per hour SprintNet surcharge will apply...even at 9600 bps! This open beta test is expected to run through the end of the year.

To find the number of the SprintNet access number nearest you, simply type PHONES at any GENie menu prompt (or use the "Move To Keyword" option in Genie for Windows and type PHONES). Remember, this rate applies only to 9600 bps access via SprintNet. So be sure to choose the access number showing "9600" in the "Baud Rate" column AND "SprintNet" in the "Network" column.

From the "Fine Print" department, please note that the \$2.00 per hour surcharge for SprintNet access is applicable even during your initial four hours of monthly usage.

So, whether you're into downloading software, reading bulletin boards, or accessing databases, it's about to become cheaper to do it faster!

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The Macintosh RoundTable

Managed by SyndiComm

An Official Forum of the International Computer Users Group

*** STReport available in MAC RT ***
ASCII TEXT

for ALL GENie users!

MAC/APPLE SECTION (II)

=====

John Deegan, Editor (Temp)

> Apple Moving Forward STR FOCUS!

Apple Extends Performance
of
PowerPC Processor
to the
Macintosh Performa Line

CUPERTINO, California--October 3, 1994--Extending its price and performance leadership into the consumer market, Apple Computer, Inc. today expanded its popular Macintosh Performa line of home computers with five new computers featuring the RISC-based PowerPC 601 microprocessor. The Macintosh Performa 6100 series includes the 6110CD, 6112CD, 6115CD, 6117CD and 6118CD. These computers combine the performance of PowerPC based Macintosh computers with the ease of set up and use of Performa.

The Macintosh Performa 6100 series is designed for families and individuals looking for a complete high performance computer system all in one box. All systems are based on the PowerPC 601 microprocessor running at 60MHz, 8MB of RAM, minimum 250MB hard drive, and include Apple's internal double-speed, tray-loading CD-ROM drive, the Apple Multiple Scan 15" Display with built-in stereo speakers, an external 14.4K Bps Global Village fax/modem (send/receive fax), Apple Design Keyboard, Macintosh System 7.5, as well as leading third-party software applications and CD-ROM titles.

"With the Macintosh Performa 6100 series, Apple extends its leadership in providing easy-to-set-up and use systems for the home and consumer markets, while continuing to provide leading multimedia technology that is truly easy to use and works because of the tight integration of the Mac OS and the hardware," said Keith Fox, vice president of Apple USA Marketing. "Performa customers can now get the high performance of PowerPC with the added value of an all-inclusive solution in a single box."

The Performa 6100 series of computers offers all the advantages of Apple's Power Macintosh computers. Fueled by the PowerPC 601 microprocessor, which was jointly developed by Apple, IBM and Motorola, the Performa 6100 series provides the capability to run applications for Macintosh, MS-DOS and Microsoft Windows. Because the Performa 6100 series systems run the mainstream Mac OS, these new systems are compatible with previous Motorola 680x0-based Macintosh systems. This means that Performa 6100 series customers can choose from thousands of current Macintosh applications, peripherals, and cards, and run them unaltered. Apple is also providing a bridge from its PowerPC-based systems to thousands of existing applications for DOS and Windows with a software program called SoftWindows from Insignia Solutions. With the addition of the SoftWindows

emulation software, DOS and Windows users have the ability to run most of their current applications on their Performa 6100 series system.

Benefits of PowerPC

When running new versions of application software optimized for PowerPC, such as ClarisWorks 2.1 v3, Fractal Dabbler and Now Up-to- Date 2.1.1, the Performa 6100 series systems offer two to four times the performance of many of today's Intel 486 and Motorola 680x0-based personal computers. The Performa 6100 series also outperforms systems based on Intel's advanced microprocessor, Pentium. Applications that require complex computation, such as graphics, may run up to 10 times faster on the Performa 6100 series computers than on other current personal computer offerings. There are currently over 280 applications optimized for PowerPC-based Macintosh computers.

Performa 6100 Series Product Specifications and Pricing

The Performa 6100 series features a PowerPC 601 microprocessor running at 60MHz. All systems have a minimum of 8MB of RAM and a double-speed internal, tray-loading CD-ROM drive. It also features a Global Village 14.4K Bps Teleport Fax/Modem that enables users to send faxes directly from the computer, and provides connection to online information services such as eWorld.

Performa 6110CD 8/250/CD

(Available in selected consumer electronic stores)

Software: (1) ClarisWorks 2.1v3; ClarisWorks 2.1v3 Education Sample Files; MacGallery Clip Art Treasure Pak; ClickArt Performa Collection 2.0; Quicken 4.0r6; (1) Now Up-to-Date 2.1.1; Now Contact 1.1; MacLinkPlus Easy Open Translators 7.52; American Heritage Dictionary 3rd Ed 3.0; eWorld 1.0; Spin Doctor Challenger 1.1; Spectre Challenger 1.0.1c

CD-ROM Titles: Grolier's Multimedia Encyclopedia; 1994 Time Almanac; (1) EA 3D World Atlas; (1) Family Doctor; (1) Around the World in 80 Days; KidSoft CD

Performa 6112CD 8/250/CD

(Available in selected office product super stores)

Software: Microsoft Works 4.0a; MacLinkPlus Easy Open Translators 7.52; Quicken 4.0r6; Mavis Beacon Teaches Typing 2.0.1; Kid Works 2 1.2.2; Thinkin' Things Performa Version; The Writing Center 1.03; eWorld 1.0; American Heritage Dictionary 3rd Ed 3.0; *Fractal Dabbler 1.0 (PPC Version); *Spaceway 2000; Spin Doctor Challenger 1.1; Spectre Challenger 1.0.1c; SuperMunchers 1.0

CD-ROM Titles: Grolier's Multimedia Encyclopedia; 1994 Time Almanac; (1) EA 3D World Atlas; *Family Doctor; San Diego Zoo Presents Animals!; (1) Around the World in 80 Days; Wacky Jacks CD Gameshow; KidSoft CD

Performa 6115CD 8/350/CD

(Available in selected computer super stores, specialty retailers, Apple's Educator Advantage Program and Higher Education Campus Resellers)

Software: (1) ClarisWorks 2.1v3; ClarisWorks 2.1v3 Education Sample Files; MacGallery Clip Art Treasure Pak; ClickArt Performa Collection 2.0; Quicken 4.0r6; (1) Now Up-to-Date 2.1.1; Now Contact 1.1; MacLinkPlus Easy Open Translators 7.52; American Heritage Dictionary 3rd Ed 3.0; eWorld

1.0; Spin Doctor Challenger 1.1; Spectre Challenger 1.0.1c

CD-ROM Titles: Grolier's Multimedia Encyclopedia; 1994 Time Almanac; (1)EA 3D World Atlas; (1)Family Doctor; (1)Around the World in 80 Days; KidSoft CD

Performa 6117CD 8/350/CD

(Available in selected club stores)

Software: (1)ClarisWorks 2.1v3; ClarisWorks 2.1v3 Education Sample Files; MacGallery Clip Art Treasure Pak; ClickArt Performa Collection 2.0; Quicken 4.0r6; (1)Now Up-to-Date 2.1.1; Now Contact 1.1; MacLinkPlus Easy Open Translators 7.52; Kid Works 2 1.2.2; Thinkin' Things Performa Version; The Writing Center 1.03; American Heritage Dictionary 3rd Ed 3.0; eWorld 1.0; Spin Doctor Challenger 1.1; Spectre Challenger 1.0.1c; (1)Spaceway 2000

CD-ROM Titles: Grolier's Multimedia Encyclopedia; 1994 Time Almanac; (1)EA 3D World Atlas; (1)Family Doctor; San Diego Zoo Presents Animals!; (1)Around the World in 80 Days; Wacky Jacks CD Gameshow; KidSoft CD

Performa 6118CD 8/500/CD

(Available in selected club stores)

Software: (1)ClarisWorks 2.1v3; ClarisWorks 2.1v3 Education Sample Files; MacGallery Clip Art Treasure Pak; ClickArt Performa Collection 2.0; Quicken 4.0r6; (1)Now Up-to-Date 2.1.1; Now Contact 1.1; MacLinkPlus Easy Open Translators 7.52; Kid Works 2 1.2.2; Thinkin' Things Performa Version; The Writing Center 1.03; American Heritage Dictionary 3rd Ed 3.0; eWorld 1.0; Spin Doctor Challenger 1.1; Spectre Challenger 1.0.1c; (1)Spaceway 2000

CD-ROM Titles: Grolier's Multimedia Encyclopedia; 1994 Time Almanac; (1)EA 3D World Atlas; (1)Family Doctor; San Diego Zoo Presents Animals!; (1)Around the World in 80 Days; Wacky Jacks CD Gameshow; KidSoft CD

Prices for the Performa 6100 series are expected to range between \$2,600 to \$2,850. The 6100 series will be carried by Apple authorized consumer electronic stores, department stores and clubs including, Sam's, BJ's, Price Club, CostCo, Best Buy, IncredibleUniverse, Sears, Circuit City, Lechmere, Montgomery Wards, ABC, Adrays, RC Willy, Silo, Fretter, Tops, The Wiz, Smiths HF, Good Guys, Campo, Brandsmart, HH Greg, Apex, McDuffs, and Dayton Hudson.

(1) indicates Native PowerPC version

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Press Contact:

Maureen O'Connell
Regis McKenna, Inc.
(408) 862-6689

IMPORTANT NOTICE!
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STReport International Online Magazine is available every week for your reading pleasure on DELPHI. STReport's readers are invited to join DELPHI and become a part of an extremely friendly community of enthusiastic computer users there.

SIGNING UP WITH DELPHI
=====

Using a personal computer and modem, members worldwide access DELPHI services via a local phone call

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Via modem, dial up DELPHI at 1-800-695-4002
then...

When connected, press RETURN once or twice
and...

At Password: type STREPORT and press RETURN.

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20 Hours for Only \$20!

Advantage Members have always enjoyed the lowest DELPHI access rates available. On the new 20/20 Advantage Plan, members receive their first 20 hours of access each month for only \$20. If you happen to meet someone online or find some other diversion, don't worry because additional usage is only \$1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within the continental United States during home time or via direct dial around the clock. Home Time is from 6pm to 6am weekdays. Access during business time carries a surcharge of \$9 per hour. These rates apply for most services, but note that there are some surcharged areas on DELPHI which are clearly marked with a "\$" sign.

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ATARI/JAG SECTION (III)
=====

Dana Jacobson, Editor

> From the Atari Editor's Desk

"Saying it like it is!"

=====

The latest news this week, albeit very disappointing (but expected), is that Soft-Logik has finally announced their future plans for Pagestream. Soft-Logik recently held an online conference on GENIE (see transcript later in this issue) and announced that the latest Amiga upgrade is complete. Soft-Logik's Deron Kazmaier also announced that there will be no future updates for the Atari version. Future versions of this outstanding DTP package will be available for the Mac and PC platforms.

While this is not the best of news for Atari users, it is indicative of the current state of Atari support from third party developers. While support is still available from many developers, the Atari community has lost a longtime friend - and we'll likely continue to lose more. As Kazmaier mentions, supporting the Atari platform is no longer a profitable venture.

The positive side to all of this will be that Atari users who use machines on other platforms will be able to continue to use Pagestream, and an improved version. Perhaps I can convince my superiors to buy a copy for my Windows-based system at work. Meanwhile, I can still use this very powerful program on my Atari machines knowing that it can

still do what I need it to do - it just won't get any better.

We've got a lot of ground to cover this week, so let's get to it, shall we!

Until next time...

Delphi's Atari Advantage!
TOP TEN DOWNLOADS (11/2/94)

(1) HSMODA04 SERIAL PORT ACC	*(6) GUCK 1.8 (ENGLISH)
(2) MAGIC SPOOLER 1.09	(7) SPEEDO GDOS FONTS
(3) IDEALIST 3.51	(8) E-MAIL LIST
(4) AHDI CONFIGURATION PRG	*(9) OBSESSION PINBALL
(5) AVP MAPS	(10) ESS-CODE V6.2

* = New on list
HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

STREPORT (Current issue: STREPORT 10.44)
ATARI ONLINE (Current issue: AEO: VOLUME 3, ISSUE 12)
Look for the above files in the RECENT ARRIVALS database.

```
*****
**          S   U   P   E   R   S   A   M
**          The Superb Sample Editor v1.08
*****
**          A Terrosaur Systems Production for the Falcon030
**          (C) Copyright 1994 by Daniel Hastings
*****
```

Yes, finally the new version of SuperSam is here!

It has been or soon will be uploaded to the following FTP sites:

ftp.uni-kl.de
ftp.cnam.fr
ftp.funet.fi
atari.archive.umich.edu
micros.hensa.ac.uk

It has been or soon will be uploaded to CIX and hatched into BBS file echos.

Registered users of 1.01 can upgrade for free!

Main additions since version 1.01:

* Direct to disk recording, playback AND editing!

- * Support for 16 bit mono samples!
- * Support for virtual/alternative RAM!
- * 4 new sample formats - DVS, AIFF, AIFC and 8SSP!
- * Many improvements to the interface!
- * Many bug fixes!

The SuperSam features list now includes:

- * Handles 10 sample file formats - AVR, WAV, VOC, AU, IFF, SPL, AIFF, AIFC, DVS and RAW!
- * Handles 8 bit mono, 8 bit stereo, 16 bit mono and 16 bit stereo samples
- * Almost all operations can be performed direct to disk
- * Clipboard cut, copy, load, paste, replace, overlay
- * Ability to import/export from the GEM clipboard
- * Ability to sign and un-sign samples
- * Ability to fade in/ fade out samples
- * Ability to boost volume by 25% or to the max possible
- * Ability to reduce volume by 25% or to zero
- * Ability to zoom in for finer editing
- * Flexible deleting
- * Ability to swap the channels on a stereo sample
- * Ability to pan the stereo image left to right or vice versa
- * Ability to edit only the left or right stereo channel
- * Ability to shift sample playback frequency
- * Ability to create samples from the MIC input either to RAM or direct to disk
- * Supports all Falcon playback frequencies
- * Customisable
- * Can be installed as an application to play samples when they are double clicked
- * Will play or load a sample dropped on its desktop icon
- * Online HELP system
- * Batch conversion between all file formats
- * Jukebox mode to play all samples in a folder
- * Fully GEM legal programming
- * MultiTOS compatible
- * Supports virtual and alternative RAM
- * Dynamic Memory Allocation

Contact Daniel Hastings at cs93dlh@dcs.ex.ac.uk for more details.

```
--
+-----+-----+
| {{ Dan }} |      Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01  |
+-----+-----+
| D2D version of SuperSam due is now in final beta testing!  |
+-----+-----+
```

> Soft-Logik Online! STR NewsFile! - No Pagestream 3.0 for Atari!

From Publishing Partner, to Publishing Partner Pro, to Pagestream...
An End of Another Atari Era...

PRESS RELEASE

FOR IMMEDIATE RELEASE Nov 1, 1994

PRESS CONTACT: Ellen Kazmaier

tel: 314-894-8608; fax: 314-894-3280

SOFT-LOGIK ANNOUNCES PAGESTREAM FOR WINDOWS AND MACINTOSH, AND
OUTLINES PLANS FOR THE FUTURE

(St. Louis) Soft-Logik today announced plans to port its leading Amiga desktop publishing program to the Windows and Macintosh platforms. Development for the Amiga will continue, but development for Atari computers has been ended.

"Our main priority at this time is PageStream3 for the Amiga," said Soft-Logik president Deron Kazmaier in an online conference on GEnie. "We are committed to finishing the unimplemented features, and fixing any problems in the program. We want to make it the best desktop publisher possible."

Atari development was ended because the potential sales did not justify the development expense. Soft-Logik had hoped that the success of Atari's Jaguar game console would lead to revitalized sales of its computers, but the Atari computer software market has continued to shrink.

Deron announced that versions of PageStream3 for Windows and Macintosh computers would be forthcoming. "I hope that the Atari and Amiga users here who are thinking about changing computers will continue to use PageStream into the future." He told the GEnie conference attendees that "if you've been wanting to buy a Macintosh or Windows computer but shudder at the thought of leaving PageStream, I have good news for you. There will be PageStream for Macintosh and PageStream for Windows."

Release dates for the Macintosh and Windows versions have not been set, but work is already underway. Soft-Logik is pre-announcing these versions so that customers considering a change in computers will know that PageStream will continue to be available to them. The first version for Macintosh and Windows will be very similar to the finished version of PageStream3 for the Amiga with just a few features specific to each platform. Subsequent versions will add support for other machine-specific features.

Deron assured the attendees that Soft-Logik would provide an affordable cross-platform upgrade path, so that users of the Amiga and Atari versions could purchase upgrades to the Macintosh and Windows versions if they chose to change computers. He also announced that TypeSmith would be available for Windows in the future. Pricing for the new versions and upgrades has not yet been set.

Soft-Logik will continue to develop its Amiga products, including PageStream and TypeSmith. Amiga users should not view the announcement of Macintosh and Windows versions negatively, because PageStream3 was designed from the start to be portable. PageStream itself is platform-independent; the machine-specific code is restricted to separate libraries. This means that if new features are added to the Windows and Macintosh versions, they can be easily added to the Amiga version. In fact, the Amiga version will inherit a windfall of import/export filters

as filters are added for the required Macintosh and Windows formats.

Soft-Logik Publishing remains committed to the Amiga and hopes that production and R&D for Amiga computers resumes soon. PageStream 3.0c was released today with more implemented features, bug fixes and much faster text speed. TypeSmith 2.5a will be available later this week and will correct some printing problems.

---end---

SOFT-LOGIK PUBLISHING REAL-TIME CONFERENCE

(C) 1994 by GEnie and the Soft-Logik Roundtable. May be reprinted only with this notice intact. To sign up for GEnie service, call (with modem) 800-638-8369 (in Canada: 1-800-387-8330). Upon connection type HHH (and then RETURN). At the U#= prompt type IAMCOOL (and then RETURN). At the offer code prompt, enter PAJ528 (and then Return). Have a major credit card ready. For more information in the United States or Canada, call 1-800-638-9636.

OCTOBER 30, 1994

The following is a transcript of the real-time conference with Deron Kazmaier, president of Soft-Logik Publishing Corporation, on GEnie. This transcript has been edited only for spelling and clarity.

<[Michael] SL-DEV> Welcome! In conference with us tonight is SoftLogik President Deron Kazmaier. This conference will have two parts. The formal part of the conference will begin now and will be in listen-only mode. When you want to ask a question, you will have to 'raise your hand' by typing /RAI and then pressing Return to get my attention. Please prepare your questions before your turn or keep them short. After the formal part of the conference there will be an informal segment where everybody can talk freely.

<[Michael] SL-DEV> Remember that Deron isn't here in conference with us very often. Use this opportunity to ask him questions about the future of Soft-Logik and PageStream, not when bug X will be fixed or what the technical support phone number is. I can answer those questions for you at any time.

<[Michael] SL-DEV> I'm going to post a few words from Deron before we get started...

"Thank you for coming to tonight's conference. I'm glad to have this opportunity to speak with you in person. Tonight is my chance to share with you our plans. I know you all have a lot of questions, and I'll answer them all in a minute. First I would like to outline our directions for the future.

"Our main priority at this time is PageStream3 for the Amiga. We are committed to finishing the unimplemented features, and fixing any problems in the program. We want to make it the best desktop publisher possible. I don't have anything new to announce for the Amiga at this time, and I think most of our customers would be happiest if we'd concentrate on finishing version 3.

"The answer to whether or not there will be a PageStream 3.0 for the Atari is no. I know that there are many people out there who love PageStream and who would love to upgrade to 3.0; however, we have come to the conclusion that it would not be profitable to do a new version.

"We don't think we could sell enough copies of a new Atari version to justify the development expense. We have analyzed it every possible way---not writing an Atari specific manual, contracting the programming to somebody else, etc---and it just doesn't make sense. If it was at all financially possible, we would do it. We had hoped that Atari's success with the Jaguar would lead to revitalized sales of their computers, but that has not happened unfortunately.

"I hope that the Atari and Amiga users here who are thinking about changing computers will continue to use PageStream into the future. If you've been wanting to buy a Macintosh or Windows computer but shudder at the thought of leaving PageStream, I have good news for you. There will be PageStream for Macintosh and PageStream for Windows.

"I can't tell you when they will be available, but we have already begun work on them. The first version for each platform will be very similar to the finished version of PageStream3 for the Amiga with just a few features specific to each platform. We will have a very affordable upgrade path from the Amiga and Atari versions. Subsequent versions will add support for other machine specific features. There will also be a Windows version of TypeSmith, our font editor."

<[Michael] SL-DEV> That's the end of Deron's prepared words. The floor is now open to questions. Remember to type /RAI to raise your hand to ask a question.

<[Michael] SL-DEV> I'm going to cheat and put the room in talk mode, but please, still type /RAI to raise your hand to talk. It's just easier for me to work this way. I'll tell you when to speak.

Room is now in the talk mode.

<[ScottJ] S.CORLEY1> Deron, given the situation concerning Commodore, how much longer will you be able to support the Amiga? A related question, what platform and OS is PageStream 3.0 being ported to? PowerMac, Windows, Windows NT, OS/2?

<[SL-PREZ] DERON.K> Well, I won't lie and say forever. I think it will be for several more years to come. The Atari basically stopped being financially viable years ago. The mac will require system 7 or above, and the PC will be windows 3.1 or later, using win32s for 3.1, or native on NT or later.

<[ScottJ] S.CORLEY1> Thanks, Deron.

<W.NEAR> Will there be a feature similar to the Art Board on PPage in PS3?

<[SL-PREZ] DERON.K> Artboard in PageStream3? We hope to make the white

area around the page a pasteboard where objects in that area will show on any page. GA

<R.LEVETIN> Even though there are many more IBM's and Mac's out there there are also some heavey hitters already in the market. Do you really feel you can get enough of that market to make that financial viable when you have abandoned the Atari market for financial reasons?

<[SL-PREZ] DERON.K> Well, 1/10 of 1% of the windows market would do us better than the Atari. We have had more requests from x-atari users asking for a windows version, than from atari users asking for an atari version. We may not become #1 or #2, or even #5, but we are used to selling much less than they are ;-) GA

<R.LEVETIN> As of 6 months ago, Pacific seemed to still be selling the Atari version at a steady clip. And how many of those 1/10 of 1 % can you

actually guarantee will actually buy verses pirating?

<[SL-PREZ] DERON.K> I'm sorry. I know bad news is hard to believe, but I still have to put food on the table, and Atari is not doing that. It has been less than 3% of our sales for over 3 years (since before the last release on the atari).

<[greenboy] D.GREEN25> When is an upgraded Art Expression going to be available? Oh, for a heavyweight-class EPS solution...Again, FOR THE AMIGA.

<[SL-PREZ] DERON.K> BAD NEWS: we are not going to do a new version of AE. GOOD NEWS: We will be doing a structured drawing extension that provides similar functionality. PGS3 already has arexx, fountain fills, etc. Selling you a new program would be cruel (but I can take your money twice if you like :-) GA

<W.NEAR> Will PS3 have the ability to bend text on an arc and will it be able to do a fit text to box like PPage4?

<[SL-PREZ] DERON.K> Yes and Yes (not exactly the same but close). In the drawing extension only. GA

<R.BROWN30> My question: will we see cross platform file compatibility, and will we see drivers for the 560C and Stylus for new versions (plus Atari?)

<[SL-PREZ] DERON.K> PageStream3 uses a very nice (IMHO) file format we developed called IFF DOC. It is very extensible, and will be used on all of our future programs. 560C is 550C compatible (the 600x300 only works in text mode, not graphics mode). Stylus, yes we plan to add it. GA

<[ScottJ] S.CORLEY1> Deron what about a version of PGS 3.0 for Unix? Especially the free/PD Unixes? I've heard that FrameMaker is coming out for Linux. GA. For the latecomers, here's a recap....

<[SL-PREZ] DERON.K> Unix? Not anytime soon. GA

<[ScottJ] S.CORLEY1> Thanks.

<[Michael] SL-DEV> For those who arrived late, here's a news summary: 1st priority is to finish the unimplemented features of PageStream3 Amiga and to fix any bugs. There will not be a new version of PageStream for Atari. There will be versions of PageStream for Macintosh and Windows, and TypeSmith for Windows.

<[Buzz] B.STRATTON> Will the drawing extension be a separate program included in the PgS package or part of the PgS program?

<[SL-PREZ] DERON.K> It's just a figment of our imagination right now :) We plan to make it a separate program that gets loaded just like a filter, but will integrate itself seamlessly into the program. GA

<[Buzz] B.STRATTON> Thanx

<[greenboy] D.GREEN25> Acrobat is a big deal in the world at large. Can we get it too?

<[SL-PREZ] DERON.K> One of the nice things about our new filter system is

that we can write doc loaders for just about anything, given time (which we don't have much of these days :) We believe that acrobat will be a big deal on the Mac and PC, and since the code is the same you'll get it on the amiga. GA

<C.PIPER2> I support SL's continued efforts with my checkbook. I hate the thought of switch platforms but I need a hassle free environment. What can we expect your efforts to produce in the end?

<[SL-PREZ] DERON.K> Could you clarify? GA

<C.PIPER2> I mean what is it you are attempting to accomplish for the Amiga in terms of DTP?

<[SL-PREZ] DERON.K> With app.library on each of the 3 platforms mentioned, the core code will be shared, so as we develop new features to stay competitive on the mac and pc, you'll get them as well (for a fee ;) GA

<G.FUHRMAN> Gotta go now - Deron and Michael, I just wanted to say thanks for your contributions to the Atari (& Amiga) world over the years - it was fun while it lasted - and good luck in the Big Pond of MacWindows.

<W.NEAR> If Amiga survives will you stay with us or go like Gold Disk?

<[SL-PREZ] DERON.K> As long as the Amiga makes us enough money to cover our expenses, we will support it. Like I said before, I won't lie and say forever. I don't know what the future holds for Amiga or Soft-Logik (my crystal ball is on backorder). Like I said, it should be easy to develop for the Amiga now that the OS specific stuff has been written, and I'm not expecting to many new OS releases :(...

<[ScottJ] S.CORLEY1> Why was HotLinks dropped from PageStream 3.0? GA

<[SL-PREZ] DERON.K> Scott: HotLinks was dropped in favor of a better system.

<[ScottJ] S.CORLEY1> In what way is it better?

<[SL-PREZ] DERON.K> The file system notification allows us to do the same things as hotlinks, and allow non-hotlinks applications to offer partial support. For example, if you take a picture in PGS and make it external, if you take and load that picture in AdPro, modify it, and save it back out, PGS will automatically update the document just like "hotlinks". The concept works the same, just with a different program. Instead of a program called "hotlinks", its the OS doing some of the work. We have to do more work in pagestream, but it's better. GA

<KEVIN.D> What's the status of documentation of the IFF DOC format and information for developers that might want to do extensions for PageStream 3.0? Could you talk about its extensibility? 3rd party Printer drivers?

<[SL-PREZ] DERON.K> IFF DOC has been documented for a very long time. We used it inhouse so that Dan could write a program we call xray that examines the contents of a document file to ensure everything is OK. However, I'm not anxious to release it since more than 1 person has asked for it, and the reason was always something like "I want to import pictures in pgs, so can I create a document that you can load". However, when we get the extensions documented (which requires a _lot_ since you must use app.library) I'll release them so that if the extensions doesn't cut it, you can use the doc. GA

<R.RATCLIFFE> When do you think the full upgrade (the one you mail to users) will be available?

<[SL-PREZ] DERON.K> Do you really want a time from the man who said PGS would ship in August of 93? Our problem is that we have never done a project so large (and the amiga has never seen one so large either). We are all working long hours to get it done, and it will be done asap. GA

<[greenboy] D.GREEN25> Why not have Pageliner show the styles like GoldDisk's AE? That couldn't have that much overhead if they could do it.

<[SL-PREZ] DERON.K> it does in 3.0c. Look at appendix B in your manual. That is them. GA

<[Buzz] B.STRATTON> Uh, what's acrobat? Short answer would be just fine. GA

<[SL-PREZ] DERON.K> Its kind of like EPS for documents, + the ability to parse and edit them like adobe illustrator. GA

<[STEVE] S.MARKOW> In regards to PgS 3.0 Atari, you mentioned for Amiga "as long as you cover your expenses". How much would it take to cover expenses for an Atari 3.0, in terms of commitments from present users, and if you won't, would you be willing to allow a third party to take it over and get a 3.0 version out?

<[SL-PREZ] DERON.K> A year ago I contacted some people I thought might be interested. No one even nibbled. It's even worse now. GA

<R.BROWN30> To get a little more specific, will ATARI PgS file formats be importable in the new Mac/Win PgS versions. There's two Atari PgS pro users here with 600 megs of files to consider! Actually, more than 600 megs...

<[SL-PREZ] DERON.K> Well, pgs3 amiga loads pgs2 files, and the filters will compile on any of the machines, so I expect that we will offer those filters to those who are upgrading. No extra effort on our part :-) GA

<[Bill] W.NEAR> About that fit text to box thing. Will there be a button that will just recalculate the point size until the text fits?

<[SL-PREZ] DERON.K> You can do it now with text objects and arexx in just a few lines of code. How about it mike? GA

<[Michael] SL-DEV> Sure. :) How much is it worth to you? :)

<[Bill] W.NEAR> It should be included like it was with PPage. :-)

<[Michael] SL-DEV> W.NEAR: send me email with more detail on what you want it to do. I'll write it when I have a chance and upload it to the library here.

<[Bill] W.NEAR> Thanks

<[ScottJ] S.CORLEY1> SL-Prez, any chance of SL releasing a word processor based on PGS 3.0. Or even releasing the filters PGS 3.0 uses to handle PC & Mac wordprocessor file formats? GA.

<[SL-PREZ] DERON.K> Scott: I don't see a word processor coming from pgs3

code. Just too different. What about the filters? I don't understand. GA

<[ScottJ] S.CORLEY1> No Amiga wordprocessos hcan handle PC/MAC file formats, I was hoping you'd release the code to do that.

<[SL-PREZ] DERON.K> Yes, again, on the PC and Mac, we will have to support the native file formats, and when we write those filters, you'll get them on the Amiga. Going to those platforms really will breath life in the Amiga version for years to come. GA

<[Bruce] B.MAUGER1> I am a atari user and I'm sorry that you will not be suporrtting it! however....just bout a PC and wondered it upgrade possible from platform to platform

<[SL-PREZ] DERON.K> Yes! Basically, we will offer an upgrade from Atari (and amiga) to either mac or pc (just as we do now from Atari to Amiga and Amiga to Atari). Our biggest hope to keep the pagestream family of users as our customers for years to come. GA

<KEVIN.D> Just a comment: one of the most frequent PageStream extensions mentioned on the Internet is an article editor. oops. I mean equation editor

<[SL-PREZ] DERON.K> The way objects are support in pgs3, it should be easy to make tables, graphs, crossword puzzles and yes, even equation editors. We will probably do a simple one and let others do it one better. GA

<[greenboy] D.GREEN25> RIGHT-AMIGA-u is Undo everywhere else. Why not TypeSmith? Is this a German thang?... And what about that there TypeSmith upgrade that has been mentioned? I love this program---but I would like to see a MONSTER...On the AMIGA! If there were leading edge programs on a platform earlier on, we wouldn't face the question of "defection".

<[SL-PREZ] DERON.K> RIGHT-AMIGA-Z is _the_ standard for undo. See made 147 of the Amiga style guide (published by commodore) as proof :) What was your question about typesmith? We have not annouced any major update to it, unless your just talking about 2.5a. GA

<[greenboy] D.GREEN25> right

<[SL-PREZ] DERON.K> 2.5a should be next week. No comments have come back from the beta to prevent it from being released, and shipping is getting restless. GA

<KEVIN.D> 2.5a looks fine here

<[STEVE] S.MARKOW> Deron, you still did not answer my entire question. #1) with enough \$\$ committed from users, would you do Atari 3.0 #2) If yes, how much and #3) If a third party would "nibble", would you let them do it? (a 3.0 version)..GA

<[SL-PREZ] DERON.K> Well, we once figured that an Atari version would cost around 80k. That doesn't count lost dev time, nor profit potential vs other projects. We have received less than 150 letter/faxes/ email. That works out to an upgrade price of \$533 :) I know you don't like the news, I don't either. I've spent many years programming for the atari, and don't like the idea of loosing that investment. But sales for the Atari in the last 3 years wouldn't pay the bills for a month. GA

<[Bruce] B.MAUGER1> (as you see I need the spellchecker part hehe)

anyway..with all the Atari people here perhaps you will reconcider your position. I DO love your product. I am not a programmer but... I am willing to find some who could do it!??? GA

<[ScottJ] S.CORLEY1> Soft-Logik, any thoughts on distributing PgS 3.0 on a CD-ROM with lots of clipart? GA

<[SL-PREZ] DERON.K> We did (heck, it would save us about 20% in COG), but the 40 users would not be enough. I'll keep it in mind. Maybe CDROM is more prevelant on the Amiga than I think it is. GA

<[Dave] D.KNOELL1> Any ideas on scripting language support in Windows version ala REXX? The implementation in PgS3 is one of the unique things seperating PgS from the "bunch". :-)

<[SL-PREZ] DERON.K> Well, we have to support visual basic. If we do an OS2 version, we would definately support rexx there. If IBMs version of windows takes off we would support it as well. The macro functionality will not go away!!! GA

<[Buzz] B.STRATTON> From your point of view. If the Amiga goes bye bye. Which platform do you like to work with the most as a user? I'm talking overall useability.

<[SL-PREZ] DERON.K> I'm on a mac write now ;) (my fears are that windows will win). Everyone in the office has a mac for database work. Only 3 people have PCs :-) GA

<[Bill] W.NEAR> When using a text frame with more than one column is it possible to resize one individual column within that frame?

<[SL-PREZ] DERON.K> no. Its one object divided internally. We might allow different divisions in the future, but not short term. However, you will never be able to flow 2 different articles into it. Its main purpose is to allow easy change for column format. GA

<R.BROWN30> Well, now that it's posed, we'd like to place an order for PgS Windows. How soon can you deliver? By the by, it looks like my new Atari/Mac/DOS software concern will be pressing CD-ROMs ;) [We're frankly concerned the Mac is dying, though]

<[SL-PREZ] DERON.K> Good god. You don't expect me to pin a date on something like that? We can't predict the mac and pc versions since it is so new for us. While some people here have "prior history", most don't.

<KEVIN.D> Another comment: OS/2 is approaching 10 million copies and OS/2 users really want native OS/2 apps. That MAY be where the Amiga users head if Amiga manufacturing never resumes. I'm going OS/2 on my PC as soon as Warp ships.

<[SL-PREZ] DERON.K> I must admit, OS/2 is #3 on our future list. But we don't have a single copy here, so don't hold your breath. GA

<KEVIN.D> [turning blue]

<[Bruce] B.MAUGER1> Mike and Deron I would like to thank you for a great product. I understand your point and if you ever reconceder I will BUY it! thanks again. GA

<[SL-PREZ] DERON.K> Thank you. Perhaps someday we will cross paths on the

Mac or PC. See ya there! GA

<[greenboy] D.GREEN25> Back to AE---we dealers have been calling in at SoftLogik and told "out-of-stock but soon available" for months now on AE. Be nice to see superb On-All-Fronts DTP Amiga. Most developers stop at Less-Than-Optimum for the auxillary programs (TypeSmith, AE?). Pgs3 might be the giant it was touted as, but we need the whole ball of wax. That is what makes the main program work, Fonts and Art (well, text too).

<[SL-PREZ] DERON.K> Well, "available soon" is a relative term :) However, that "availability" is in the form of an extension. We will probably sell a PageStream3 bundle with the drawing extension, but I don't see a stand alone ArtExpression in our near future. GA

<AEO.MAG> As a buyer of the original Publishing Partner, I have to say that I am dissapointed that there will not be a future version of your terrific software for the Atari. :/- My question is, will tech support for Ataris continue? GA

<[SL-PREZ] DERON.K> As you know, tech support goes paid 90 days after your first call after August 15(?) so we don't stand to loose much money. However, it won't be forever. No final decision has been made, but no new versions/updates will be released. GA

<[Travis] AEO.MAG> I understand your decision, even though I am dissapointed you had to make it.

<KEVIN.D> Once PageStream 3 is "finished", what's a reasonable amount of RAM to run it in? Has PageStream been tried with any of the virtual memory programs like Gigamem?

<[SL-PREZ] DERON.K> I think we should bump min requirements to 4 meg. BTW, 3.0c has gone down 50k :-) However, even if we add another 200k of code, that won't make much difference. Gigamem has been reported to work, and others as well. GA

<KEVIN.D> Will we be able to print in less ram than with the current version? I mean print quickly

<[SL-PREZ] DERON.K> yes, some day. We hear the same cries in the night as you do. GA

<KEVIN.D> ;-)

<[Bill] W.NEAR> Will AE be avail. to registered users of PS3 and for how much?

<[SL-PREZ] DERON.K> Bill, I don't understand your question. AE is out of stock (no manuals!) and we don't plan on reprinting. If you mean the extension, yes, and we don't have a price (cheap for those who already own AE v1). GA

<[Dave] D.KNOELL1> Deron, are you going to develop on a NT workstation? I'm currently using DEC Alpha's (150MHz) and love 'em. Windows NT (3.5 Daytona) ain't too bad either.

<[SL-PREZ] DERON.K> Dave, we are using NT (now 3.5) on an Intel platform. Let me know in email about your system. We are spoiled around here when it

comes to hardware ;) GA

<[Bill] W.NEAR> OK thanks guys and keep supporting the Amiga!!!

<[Rick B.] R.BILONICK> Is the problem with moving objects fixed in 3.0c? they resize when moved

<[Michael] SL-DEV> Rick: I'm not sure what you mean. Do you mean the grid snap problem?

<[Rick B.] R.BILONICK> If I make an object exactly 3" by 3" and then move it interactively. It resizes to 3.01" by 3.01" (something like this). I have to use nudge to move objects so they don't resize (like when making a table).

<[Michael] SL-DEV> Rick: I can't duplicate that right now (I just tried). I'll look into it tomorrow.

<[SL-PREZ] DERON.K> This is news to us. However, mike will check it out and get back to you on that. There is a problem in 3.0b or earlier where objects get snapped wrong that is fixed in 3.0c. But the size of the object is not effected (unless your resizing :)

<[Rick B.] R.BILONICK> Also, I need to printout math symbols (like square root, +/-, etc.) in Postscript. Where can I get the fonts? Unless there is some option that I have set incorrectly.

<[SL-PREZ] DERON.K> You have it already. its called symbols. GA

<[Bill] W.NEAR> Will 3.0c be out Nov 1st as stated?

<[Michael] SL-DEV> 3.0c: probably, Deron's leaving for Germany. :) (Skipping out of the country... :)

<[SL-PREZ] DERON.K> I'm done, just working on little things until I leave while the rest finish there jobs.

<[Dave] D.KNOELL1> Deron.... have a cold one over there for me!!

<[SL-PREZ] DERON.K> I was going to drink my Framboise lambic, but it has a cork in it!!! I only have a bottle opener. I had a Anchor porter instead. I brew my own, so beer is near and dear to my heart. I just wish I had more time for such hobbies...

<[Bill] W.NEAR> Thanks for PS3 guys, I look forward to bragging to my Mac and IBM buddies! :-)

<[Rick B.] R.BILONICK> Have you looked at the S-Plus eps clip I uploaded? Can't get Pgs3.0b to print them.

<[Michael] SL-DEV> Rick: no, but I have the file in my test directory to look at when I have a chance. I have lots of files to test out. (I have to finish the TypeSmith 2.5a master disk first.)

<[SL-PREZ] DERON.K> Well, I think we are about done. Lets talk about the big stuff (just kidding).

<[Rick B.] R.BILONICK> Where can I get fonts with square root, +/- and other math symbols that will print in Postscript? I have tried Symbol

font.

<[SL-PREZ] DERON.K> symbol font has those things. I just checked the sample sheet for it.

<[Rick B.] R.BILONICK> But they will not print!

<[Michael] SL-DEV> They won't print: from 2.2 or 3.0? PostScript or non-PostScript?

<[Rick B.] R.BILONICK> They do not print in PgS3.0b in Postscript. I have tried numerous times.

<[SL-PREZ] DERON.K> You'll be happy with the 3.0c driver then. I just finished font reencoding, so that you get all kinds of goodies in the normal fonts even (like TM and (R) from helvetica). Something I've been wanting to do for years...

<[Rick B.] R.BILONICK> You mean that the square root in Times will now actually print in Postscript?

<[SL-PREZ] DERON.K> O_postscript times doesn't have such a character. You have to use symbol. Reencoding just reveals characters found in the font, doesn't make new ones!

<[ScottJ] S.CORLEY1> Thanks for holding the conference, Deron.

<[SL-PREZ] DERON.K> No problem. Disappointed in attendance, but it did last long. I think we lost about half when we said no Atari. Glad to be here. I get the messages through my mail, but don't get much a chance to get online. can you say ball and chain? I knew you could.

<[ScottJ] S.CORLEY1> I noticed the dropoff in attendance when the dropping of Atari support was announced. I guess the big surprise that Mike Loader mentioned in his post wasn't a good one for Atari owners.

<[Michael] SL-DEV> Scott: the big surprise was the announcement that we were going to work on win and mac versions. I can't believe the no atari 3.0 came as much of a surprise.

<[SL-PREZ] DERON.K> Mike beat me to the punch :)

<FRED.M> what will come first...mac or windows?

<[Michael] SL-DEV> Depends on which horse you're betting on. :) We started the windows version before the mac version, but the mac version is going easier so you never know...

---end of conference---

Jaguar Section
=====

Stocking Stuffers! 30 Games? AvP
Sega on CIS! EB Vendor Show! Full
Jaguar Game List! and more!

> From the Editor's Controller - Playin' it like it is!

I hate sounding negative or pessimistic, but it's almost too late for Atari to make good on its promise to have at least 30 games out in time for the holidays. As has been stated by Atari in the past, games, in general, take 6-8 weeks to be ready once they hit production. As of mid-week, nothing is OFFICIALLY in production although unofficially there are four games in production at this time: Doom, Club Drive, Checkered Flag, and Iron Soldier. There's also an indication that there are other titles in production, but no mention of what those games or items might be.

Personally, this is disappointing. I know that it's also disappointing for the many people at Atari, the real people, who have been doing everything within their power to make this a successful holiday season. What will bother me also are the inevitable excuses that will undoubtedly come our way. This type of behavior has dogged Atari over past holiday seasons and its disappointing to see that it's still prevalent again this year, with the Jaguar. Well, let's hope that Atari has a lot of as yet unannounced surprises waiting for us in the next couple of weeks.

Let's get back to good news! We've finally got a complete list of current and upcoming Jaguar titles, including present projected release dates and prices. There's also an announcement about a holiday "stocking stuffer" idea which includes info on the CD-ROM and the Jag-Ware merchandise. Also, for next week, Marty Mankins has Part 1.5 of his developer article, as well as his review of Alien vs. Predator.

A number of people have sent me e-mail with regard to our current Jaguar contest asking if e-mail entries are allowed. The simple answer is, no. All entries must be sent by snail mail - the address is included in the contest text; and that text will be re-run in future issues of STReport. Also, if you're impatient, the text can be downloaded from various online services.

Well, let's get on with our favorite cat news!

Until next time...

> Industry News STR Game Console NewsFile - The Latest Gaming News!

Contact: Patrick Toland/Laura Paden
Edelman Public Relations
(415) 433-5381

How To Stuff A Jaguar

Atari Unveils Stocking Stuffers
For the 64-Bit Aficionado Who Has Everything

SUNNYVALE, Calif. (October 10, 1994) -- Atari Jaguar fans are the type of gamers who just can't get enough. 16-bits? Not enough. 32-bits? Not even close. Even now that Atari has created the Jaguar video game system, the only home system with 64-bits of American-made gaming power, gamers want to collect more games and accessories to go with it. To meet this demand, the Atari Corporation is introducing new stocking stuffers for the holiday season: the much anticipated CD player and Jag-Ware merchandise and gifts.

Jaguar CD-Multimedia Player

Atari pulled out all of the stops for the new interactive CD player peripheral for the Jaguar. With over 700 megabytes of information in each CD, Atari's game developers have packed so much action, so many colors and such incredible CD sound into each game, you might have your stockings blown right off the mantelpiece. The Jaguar CD peripheral will retail for \$199.99. CD game titles include "Blue Lightning," and "Jack Nicklaus Golf."

Jag-Ware

After shaking up the video game industry with the 64-bit Jaguar system, Atari is now making its mark on the fashion world -- paw mark, that is. The Atari logo and ever-stylish claw mark have slashed their way across T-shirts, baseball caps and even key chains, all available in ATari's new Jag-Ware catalogue. Perfect stocking stuffers, if you don't mind a few claw marks, items range in price from \$2.95 to \$100. Jag-Ware catalogs can be requested by writing: "Jag-Ware Catalog" Atari Corporation, P.O. Box 61657 Sunnyvale, CA 94089-1657 or by calling the Norscot Group, toll free, at 1-800-653-3313.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit system, and the only video system manufactured in the United States. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

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> Jaguar Developers STR InfoFile - Current Developer Lists & Titles

Game Title	Date	Game Type	MSRP	Publisher
Air Cars	12/94	Racing	\$59.99	Midnight Ent.
Alien vs Predator	NOW	Role Play/Adventure	\$69.99	Atari
Arena Football	1Q/95	Sports	TBD	V Reel
Assault	1Q/95	Action/Combat	\$59.99	Midnight Ent.
Barkley Basketball	2Q/95	Sports	TBD	Atari
Battlemorph	12/94	Flying/Action	\$59.99	Atari
Battle Wheels	1Q/95	Racing/Combat	TBD	Beyond Games
Blue Lightning (CD)	12/94	Flying/Action	\$59.99	Atari
Brett Hull Hockey (CD)	2Q/95	Sports	TBD	Atari
Brutal Sports Football	NOW	Sports/Combat	\$69.99	Telegames

Bubsy	12/94	Action/Adventure	\$49.99	Atari
Burnout	1Q/95	Sports	TBD	Atari
Cannon Fodder	11/94	Action/Adventure	TBD	Virgin
Checkered Flag	11/94	Racing	\$69.99	Atari
Club Drive	11/94	Racing	\$59.99	Atari
Creature Shock (CD)	1Q/95	Adventure/Sci-Fi	TBD	Atari/Virgin
Cybermorph	NOW	Flying/Action	\$59.99	Atari
Dactyl Joust	2Q/95	Action	TBD	Atari
Demolition Man	1/95	Action/Combat	\$59.99	Atari
Doom	11/94	Action/Combat	\$69.99	Atari
Double Dragon V	12/94	Action/Adventure	\$59.99	Williams
Dragon:Bruce Lee Story	11/94	Combat	\$59.99	Atari
Dragon Lair (CD)	1Q/95	Adventure	TBD	Ready Soft
Dreadnought (CD)	2Q/95	Adventure	TBD	Atari
Dungeon Depths	1Q/95	Action/Adventure	\$59.99	Midnight Ent.
Evolution: Dino Dudes	NOW	Puzzle/Adventure	\$49.99	Atari
Flashback	12/94	Action/Adventure	TBD	US Gold
Fight For Life	1Q/95	Combat	TBD	Atari
Hardball Baseball	2Q/95	Sports	TBD	Atari
Highlander (CD)	1Q/95	Action/Adventure	\$59.99	Atari
Horrorscope	1Q/95	Combat	TBD	V Reel
Hover Strike	11/94	Action/Combat	\$59.99	Atari
Iron Soldier	11/94	Action/Strategy	\$59.99	Atari
Jack Nicklaus Golf(CD)	2Q/95	Sports	TBD	Atari
Kasumi Ninja	11/94	Combat	\$69.99	Atari
Rage Rally	1Q/95	Racing	TBD	Atari
Raiden	NOW	Action/Adventure	\$49.99	Atari
Rayman	12/94	Action/Adventure	TBD	UBI Soft
Robinson Requiem	1Q/95	Adventure	TBD	Atari
Soccer Kid	1Q/95	Sports	TBD	Ocean
Space War	12/94	Action/Adventure	\$59.99	Atari
Star Raiders	1Q/95	Space Simulation	TBD	Atari
Syndicate	11/94	Simulation	TBD	Ocean
Tempest 2000	NOW	Action/Adventure	\$59.99	Atari
Theme Park	11/94	Simulation	TBD	Ocean
Tiny Toon Adventures	1Q/95	Action/Adventure	\$59.99	Atari
Trevor McFur	NOW	Action/Adventure	\$49.99	Atari
Troy Aikman NFL Ftball	12/94	Sports	\$69.99	Williams
Ultimate Brain Games	12/94	Puzzle	TBD	Telegames
Ultra Vortex	12/94	Action/Adventure	\$69.99	Beyond Games
Val D'Isere Skiing...	12/94	Sports	\$59.99	Atari
White Men Can't Jump	1Q/95	Sports	TBD	TriMark
Wolfenstein 3D	NOW	Combat/Action	\$59.99	Atari
Zool2	11/94	Action/Adventure	\$59.99	Atari

[Editor's note: Titles, scheduled release dates, and prices are verified from Atari and Edelman Public Relations - all subject to change]

> Jaguar Online STR InfoFile

Online Users Growl & Purr!

From Compuserve's Atari Gaming Forums:

#: 58200 S14/Jaguar Games/Tips
01-Nov-94 09:16:30

Sb: #EB Fall Vendor Show
Fm: Steve Horn 74461,637
To: ALL

Well Guys, the Electronics Boutique Fall Vendor show has come and gone and let me say that it was just great !!! This show was held at Ceasars Palace in Las Vegas Nevada. I ,of course, lost money while I was there but I got tons of free stuff from the show so I still came out ahead.

Well....let me get to the meat of the report.

First let me just list my Favorite video games that I played or saw, I'll put in details next:

--BoogerMan
--Donkey Kong Country
--IRON SOLDIER
--FIFA 3do
--Earthworm Jim
--Rayman
--Jag Doom

These are the games that I enjoyed the most, not in order, but there were other games that looked pretty good also.

My pick for game of the year.....Donkey Kong Country.....I have to admit...this game is unbelievable.

My pick for the next big Atari hit.....Iron Soldier.....this game is good....details to follow.

Now for Atari Details !!!! Keep in mind that I only had about 30 minutes at the Atari booth so I didn't get to play as much as i'd like to....

----DOOM

When we saw this game on the Video Tape it looked slow and kinda choppy. Well, it seems that these problems have been worked out. Your character moves at a very nice speed and the demons move considerably faster as well. The first thing you will notice is the increased color in the game. It's very colorfull and the effect works nicely ,however, they HAVE decrease the resolution so you will notice more pixilization of the characters. Also, the music in the game is limited only to the title and stat screens...no music during the game. Atari said that most people have responded positively to the lack of music in AvP so the same was done to Doom. The game will have , I believe, two new levels that are exclusively in the Atari version and will have a couple of demons from DOOM II in it, the Sega version will not have either. It looks like a solid game that should sell well for Atari. The resolution will dissapoint some but I think that Doom for the Jag will prove to be the best version of the title on any game system. A good buy for all.

----IRON SOLDIER

This was my second favorite game at the show !! You play as a gaint

Transformer type dude. There was a good selection of weapons for your Mech: Rail Cannon, Chain gun, Cruise Missle, missles et-all... The resolution was very good. The buildings, hangers, tanks, helicopters and all was very detailed and smooth lined. The Helicopters were the neatest thing to fight and look at. They moved with grace and style <g>. You could see the main blades turning and the rotary blades. The control was easy. By holding down the A button you could rotate the your head to have a better shot at the things around you. Another button was set aside to look at your feet so you could stomp on things. The sound in the game was nice. Good explosions sounded real as well as the hits on targets. The cruise missle was neat. Right after you launch it the screen changes to your missle control screen. You pilot it to the target, anywhere in a large area, and fly hit the target to destroy it. I would like to see better color in this game. There seems to be alot of pastels in the backgrounds. I think some deeper colors would be nicer but more color might slow down the game. If that is the case....it should be left alone. The game is fun to play, smooth to operate and has very nice graphics. This is also a "buy it" game. Don't miss this one. It should be out in mid or late November.

Well Guys.....I'm gonna break up these reports. There's still alot to say and i've got to get to the store. The next report will contain info on Kasumi Ninja, Ray Man and Dragon Bruce Lee..

Keep the questions coming.....more to come...

--Steve

Regarding a recent article about "Fight For Life":

Fm: Francois (Atari) 70007,2363
To: all

Hello,

I finished to read the article about my game just a few minutes ago, and i like to explain some small thinks, that the reporter is not telling you. First at all, this guy has never see the game, and the pictures are coming from the French magazine 'Console+'. The article is not that bad indeed (for this type of magazine) but is quite not accurate in its comparison with Virtua Fighter. I went back over the article concerning VF from the same magazine and I read : 'Now, with the Saturn version making use of about 1300 polygons in each scene (550 per characters and 220 for the ground) Suzuki is HINTING that it MIGHT EVENTUALLY be possible to reach the magic 2000 polygon mark'. It seems that The Edge received new informations because they don't say anymore 'might' but now 'will have almost 2000 in total'. OK if they want. But we have better to read again what they said concerning Fight For Life : ' These pictures are from early working version of the game with 900 polygons ON SCREEN'. That's my point. I got 900 polygons on the screen per frame. It doesn't mean that I got just 900 polygons. It just means that after all the 3d calculation, after the removal of all the hidden polygons, I draw 900 polygons. If I calculate in the same way they did for VF, it looks like with about 800 faces per fighter and about 100 for the ground, the calculation are done on about 1700 polygons per frame. It's effectively not 2000, but i am hinting that it MIGHT be possible for the Jaguar version of Fight For Life to reach the magic 2000 polygon mark....Anyway at least, this article wasn't that bad, hope my game will please all of you.

> ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

=====

PEOPLE... ARE TALKING

=====

On CompuServe

compiled by
Joe Mirando
73637,2262

Hello again friends. This past week, I dusted off my old Radio Shack Model 102 portable computer just for old times sake, and lost myself in the past. Eight or nine years ago I used the 102 for all of my on-the-go computing needs. I'd write articles, columns, and notes wherever I happened to be and then transfer them to my ST for the final polish and archiving. Sure, the 102 is no longer state-of-the-art, but then again, neither is my STe... and it still does just fine, thank you very much.

The thing I found the most interesting was that, when I went looking for some software to run on the 102, I went straight to CompuServe. And whaddaya know... there was lots of stuff waiting there for me. Just imagine it, a computer that's nine years old and it's still easy to find software that's useful, and, the best part of it is... it's there for the asking (or downloading, as the case may be).

Well, I've wasted enough of your time with this stuff. Let's get on with perusing the road signs along the Electronic Highway...

From the Atari Computing Forums

=====

Ethan Mings tells us:

"I just purchased a US Robotics 14,400 Fax Modem for my computer set up at home. Given I use a DOS machine as well as my Atari Mega ST, I purchased an external modem. Two questions.

First, my software on the Atari only allows me to go as high as 9600 or 19200. Is it possible to get the full use of modem at 14,400? If so, there a serial port fix or something I need to do? Also, is possible to download the software somewhere in the files directories?

Second, is possible to set up the modem so one can switch from one computer to another. I tried using a manual switch box. No successes. I could be I have the wrong box (AB box for data transfer). I understand electronic switches are a 'no-no'. However, is that true?

Any advice wisdom or who I should contact on this subject would be helpful.

PS I do use QuickCIS, Flash II (latest version) on a Mega ST2 4Mg on screen with a hard drive. (hope that helps)"

My pal John Trautschold of Missionware Software (the FLASH II folks) tells Ethan:

"Just connect to your Modem at 19200 and it'll handle the translation down to 14400. It's automatic and easy to do!"

Sysop Bob Retelle asks Ethan about the switchbox:

"What problems did you run into using an "A-B switchbox"..."

I've used one in the past to switch a 9600 baud modem between my ST and PC with no problems... I don't know if the cheaper ones have all the signals passed through though.. that might be a problem. Did either side work...?

As John mentioned, the modem takes care of the speed rate translation. Because the modem compresses data, you normally have to set your computer at a higher speed than the modem is rated for, to take advantage of the increased throughput. That is, since the modem is compressing data at 9600 baud, it comes out of the modem looking as if it was really transmitted at a much higher speed. Your computer has to be set for the faster speed, or it will just bog things down.

The fastest normal speed the ST can be set to is 19200, so just set it there. Your PC can probably be set to a much higher speed.. try 57600."

Ethan tells Bob:

"I using a standard 25 pin switch box from a local business computer store. When I tried to use the box, no signal went between the computer and the modem. Something tells me its the wrong box because it is the same type of box I am currently using for my printer switch. Any suggestions on the type of box I should be using?"

I selected the 19,200 selection on the software and I am now getting through at 14,400. Thanks for the advice. (After living on 2400, I feel like I'm star trek and warping along at light speed)

On a related note, I tried the Batfax file. Must have downloaded it incorrectly. As soon as I downloaded it, it gave me a message the seven day time limit was up. I tried setting my computer clock back, but no success. Look's like an interesting piece of software. Too bad I couldn't get it to work."

Bob tells Ethan:

"Any A-B box should just be a straight-through connection, so if it works with your printer, it should work with your modem too."

A box for use with a modem would have a male center connector and female connectors for the switched sides, while a printer switchbox would have the genders reversed... you could use either box if you had

the proper cables or adapters.

It's possible the box might be defective if you can't get the modem to work on either of the switched sides..."

Steven Russell asks for help of a graphic nature:

"I am wondering if anyone out there has any military pictures that would be willing to share? I am doing a class on structural components of an aircraft (helicopter) and would like to have an actual picture of an aircraft to use for a practical exercise. I am going to draw a simulated damage on the skin of the aircraft and the job of the student after they receive the instruction, is to locate and classify the damage and identify the material composition of the damaged area. Any help would be greatly appreciated."

Bob Retelle, that Sysop guy, tells Steven:

"There are quite a few photographs of military aircraft in the Graphics Forums here on CompuServe. If you GO GRAPHICS and use the Graphics File Finder with a keyword of HELICOPTER you should turn up several..."

Steven tells Bob:

"I have done that and turned up nothing useful. The graphics file finder could only locate a few graphics of this nature, but nothing that I could use. Thank you for the hint though and the reply."

Karsten Gorkow asks:

"Can anybody tell me why my Falcon crashes if I change the screen resolution?"

Greg Kopchak of It's All Relative Software tells Karsten to...

"Look for an offending accessory, CPX, or AUTO program. Boot clean and start adding files back in until you crash."

If you post your AUTO/CPX list someone may be able to pin it down."

Doug Norwine posts:

"I have a 1040ST that I use for writing purposes. I am an author. The program I use is Wordwriter. Every time I try to download QWKCIS I get a bunch of weird symbols, but no program. Excuse my ignorance, cuz I'm new to CompuServe. Could someone help me. Also could someone give me a list of programs I should download that will help with my writing purposes; like fonts, etc, as well as navigation helps in CompuServe such as Zipped files etc. A million thanks."

Computer Music-meister Mike Mortilla tells Doug:

"Once the QCIS file is downloaded, it needs to be processed by un-ZIPing, de-ARC-inf, un-LZHing, or whatever the format is that the compressed file is under."

The utilities for doing this are all in the libraries here!"

Liam Doherty tells us:

"I need to transfer a video rental system's data files from an Atari ST (1014 I think!) to a Siemens/Nixdorf 386 pc.: Problem is I know zilch about Atari file formats/operating systems etc. as my knowledge is totally pc based.

First question: Is it possible to convert the files to be used by the IBM-PC?

Second question: If it is possible, how can one accomplish this?

I would be very grateful for any advice you could give me on this matter."

Chris Russo asks Liam:

"Can you make your file on your ST into an ASCII or TEXT file???

If so, just format a disk to 720k (double sided) or 360k (single sided) and copy the text file onto that disk. then put the 3.5" disk into the IBM. It *SHOULD* be able to read that. I just did this with a bunch of MOD/MUSIC files I had and it worked like a charm."

Robert Aries tells Liam:

"Format a double density disk on your DOS machine (720K). The Atari will read & write to this disk. Formatting a disk *on the Atari* won't work... the formats are a little different.

Probably the fastest way to do it is to set up a large ramdisk on the Atari. Insert the original data disk and copy the files to the ramdisk. Then insert the DOS-formatted disk and copy the files back from the ramdisk. Sorry if I'm stating the obvious here. (The Atari probably has only one floppy drive, and you don't want to be swapping disks).

Keep in mind all this refers only to the *disk format*. By using a DOS-formatted disk you'll be able to have the files visible to the DOS machine, but what they DO with it is another matter! It's a sure thing that the original Atari *program* that generated the data files won't run on the DOS machine!"

Chris Russo tells Robert:

"Formatting the disk on the Atari *DOES* work. I've done it."

Sysop Bob Retelle explains why they say to format the disk on the PC:

"It depends on the version of TOS your ST has in it. The earlier versions format routines weren't fully DOS compatible. We usually find it safer to just recommend formatting on the PC, rather than possibly confusing the non-ST users with finding out what version of TOS is involved..."

Scott Mueller posts:

"I need a new keyboard and connecting cable for my Atari MEga2 ST computer.

According to MAnny's music in NYC, they are unavailable and not being made

anymore.. what can I do?

Daniel Osborne tells Scott:

I had had a similar problem and went for something better than the Atari keyboard. I bought a D.E.K.A. keyboard interface, which allows me to connect any IBM AT or XT keyboard to my Mega ST.

I use a FOCUS 8000 IBM type keyboard, which has a nice key click to the keys (monitor off) and also a built in calculator. Cost \$45 for the keyboard.

Wizztronics has bought all rights to the original Deka PC keyboard interface, which allows the use of a PC keyboard with your Atari. They've completely redesigned the inner workings of the unit, and fixed the previous bugs - the major one being a tendency for the keyboard to intermittently spit out erroneous characters.

Deka2 (Detachable Extended Keyboard Adaptor) will still be housed in the same 3"x 4" by 1" high unit, with a standard PC keyboard 5-pin DIN input alongside a standard Atari RJ-45 keyboard interface plug, both located on the same end. On the other end are two standard 9-pin joystick ports for your mouse and joystick. The unit is totally plug-n-play, and will allow any and all Atari ST/TT/Falcon models to use a PC XT/AT keyboard. The Deka2 is proudly made in the USA. List price will be \$99. Orders are being taken now.

Contact: Wizztronics
31 Hewes Street
Port Jefferson, NY 11776
(516) 473-2507
Cartmaster, Comp.Plus, TOScard, DEKA 2"

Gerard Bewick asks for help:

"My ST2 will not let me into my D-partition I have run an optimizer and it says I have a bad boot sector. What can/should I do?"

Albert Dayes of Atari Explorer Online Magazine asks Gerard:

"What optimizier were you using? Is this a MegaST2? What version of TOS? What version of the hard disk booter are you using? Who makes the hard disk booter? What host adapter are you using (ICD, Atari or Supra, etc)?"

Mike Mortilla tells Gerard:

"If you can zero just drive D (your boot drive?) you can probably copy all you files from floppy there again and it might be fine.

Of course anything on the D drive will be lost. Also check the drive for bad sectors after zeroing. I'd try to back up any files in other partitions as a precaution."

Patrick Wong tells us about strange happenings:

"Here's something weird that happened. I have two friends who own STEs. One has a Mega 2 STe and the other a 4 STe. They both broke down last week without any real reason. It just died from what they told me. They're both about 2 years old. Can anyone help? Any ideas

what happened here? Also could the Mega 2 STe's memory be expanded to at least 4?"

Albert Dayes tells Patrick:

"I think all STe's have simm slots so memory can easily be expanded. Do the computers boot at all? Can you get to the desktop?"

Sysop Bob Retelle tells Patrick:

"4 Megabytes is the limit for any model ST... the 2 Meg STe can be easily expanded by adding standard SIMMs.

That's really strange about both systems dying at the same time like that.. probably just a coincidence though. It sounds like a power supply problem, but I've never looked at the power supply in a Mega STe. Hopefully there's a fuse that can be easily replaced, otherwise they'll probably have to be serviced by a dealer.."

Patrick tells Bob and Albert:

"Thanks Albert and Bob :). Well both of the Mega STe are the new style one. Just like the TTs. From what they told me, both of them do nothing when you turn them on. They're just dead. Kinda of unusual for Atari equipment. Is there anything they can do about it? Is there something they missed perhaps? Also, how much memory can the Mega 2 and 4 STEs be expanded to?"

Brian Gockley of ST INFORMER adds:

"One nice thing about the TT and MegaSTe power supplies is that they are standard! Just find a PC dealer and swap it out."

Bob Retelle tells Brian:

"That's great news..! I didn't know that about the power supplies in the newer models..!"

Thanks for that info.. it'll be good to be able to pass it on if anyone has similar problems in the future..."

Albert asks Patrick:

"I would assume it is a power supply problem. Does MegaSTE have a fan and does that come on?"

Patrick tells Albert:

"Yes their STe both have fans and they don't come on."

Kris Gasteiger asks Patrick:

"I was wondering, do your friends live in the same neighborhood, and was there a power outage/surge/thunderstorm just before their computers died? They may have the same symptoms at the same time because they both took the same "hit".

The place to start looking is always the power supply. Is it plugged in at the wall, is it powering anything at all (fan, disk drive, etc.)?

Once you've eliminated the power supply as the root of the problem, then you've got PROBLEMS and you'll probably need to take the computers in for service.

With the exception of fuses, dead switching power supplies aren't really worth trying to troubleshoot, beyond the go/nogo stage. Its faster and cheaper to replace them."

Patrick tells Kris, Albert, and Bob:

"The guy who owns the Mega 4 told me that he tried switching power cords and that didn't fix it. Would any of you guys know a place in New York that an authorized Atari dealer?

One of them lives next door to me and the other one lives a few miles away. They use their computers in all weathers so they both told me they don't remember

What kind of Simms do the Mega 2 require? I mean gold plated, silver plated, speed and all that."

Sysop Bob tells Patrick:

"You can use just about any kind of SIMMs in the Mega ST.. all you need are 1 Megabyte, 30 pin SIMMs.

They can be either 8 chip or 9 chip (Macintosh or IBM style), and the speed really doesn't matter, as most SIMMs are fast enough for the ST. (The 8 Mhz. older ST models only required 150 ns memory.. I don't know exactly what's specified for the 16 Mhz Mega STe, but the readily available 70 ns SIMMs should work fine...)

I saw your note mentioning that the fans don't run... I believe the fans in the Mega STe are 12v. DC fans, so that means the power supplies are dead. I'm afraid I don't know much about the NYC area though, as far as finding anyone who can work on them..."

Patrick replies:

"My friend with the Mega 2 told me that before it died completely it showed signs of breakdown. First the Hard Drive wouldn't boot up anymore, even when he tried to format it. Then the series of bombs that would show on his system during boot up. His STe displayed like rows of bombs from what he told me.

He thinks maybe a virus entered his computer. The program he was running before the apparent breakdown was Calamus. I believe it's an older version that he bought for a discounted price. He told me it was probably returned merchandise.

If you guys have any thought on this, please let me know. Also what's Atari's number so my friends can give them a call and try to locate a local authorized repairman."

Sysop Bob tells Patrick:

"Your friends can probably discount the effects of a virus in this case... the viruses that infect the Atari world mainly only affect floppy disks. Although there have been reports of hard drive viruses, I've never seen one, or talked directly to anyone who's ever had

personal experience with one.

For the most part, Atari viruses are merely annoying, not particularly destructive.

It's also not possible that the software was involved in the problems they were seeing...

One thing they might try is to remove the SIMMs and carefully clean the contacts on them, and blow out any dust in the SIMMs sockets, then firmly reseat the SIMMs. The "progressive" nature of the problems you described points to something that has been worsening over time, and poor contact in the memory sockets is one place to look.

Also, while this used to be a greater problem with older models, it still is a good idea to reseat all the socketed chips on the motherboard when encountering problems like these. I believe the new models use mostly surface-mounted components, but the operating system ROMs may still need to be pressed firmly down into their sockets.

Unfortunately, I don't think any of this will help with the fact that the system doesn't power up. If the fans aren't running, it means there is no power from the power supplies. However, Brian from ST Informer had some very good news... he said the power supplies Atari used in these models are standard PC style supplies, which means they should be easily and fairly cheaply available, if it turns out to be the actual power supply."

Well folks, that's about it for this week. Be sure to tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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> A "Quotable Quote"

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